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N64 Gamer



Rare's best game ever!

BANJO KAZOOIE

VIOLENCE
IN VIDEO GAMES
Is censorship destroying the N64?

MK4



ARCADE PERFECT
KILLING ACTION
FINALLY ARRIVES ON N64

F-ZERO X

Race at 1600km on N64

MISSION IMPOSSIBLE

Info and pics on
Infograme's Goldeneye killer

Off Road Challenge

4WD Racing mayhem

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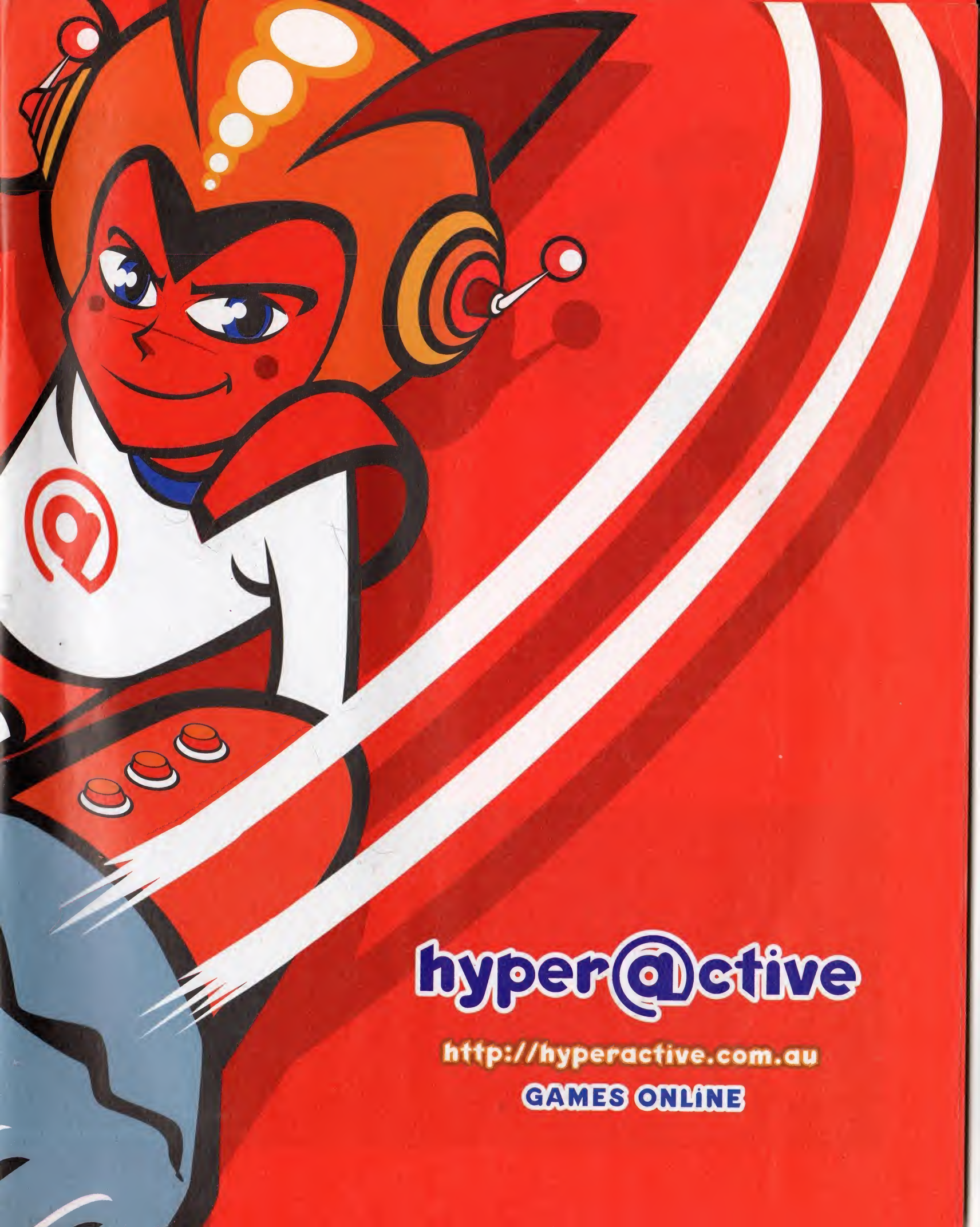
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GAMES ONLINE



REGULARS

- 6 **Editorial**
- 7 **News** Banjo's sequel in the works, Powerslides onto the N64, First shots of Rayman 3D, Deathcarz set to smash Carmaggeddon for a six, news on Micromachinmes 64 and Duke Nukem looks set to take on Lara as the king of 3D Platforming.
- 11 **Short 'n' sweet.** All the news that slipped into the N64 Gamer office just before printing.
- 14 **Letters** Have your say about everything on the N64
- 21 **Competitions.** Plenty of game carts up for grabs
- 22 **Subscription** Win an N64 and a game a month for six months.



40 Banjo-Kazooie



52 Off Road Challenge



62 Mike Piazza's Strike Zone



64 Virtual Chess



48 Wrecking Balls



56 Mortal Kombat 4



66 Feature: Violence on your N64

NEW RELEASE

24 **Previews**

Mission Impossible
F-Zero X
Formula 1
NFL Blitz
SCARS
Chopper Attack
Winback
WCW/NWO: Revenge
Gex 3D

36 **Release Schedule**

38 **Profile Page.** Read this to find out what makes us tick

26 **Reviews**

40 Banjo-Kazooie
48 Wrecking Balls
52 Off Road Challenge
56 Mortal Kombat 4



62 **Import reviews.**

Travelling overseas? Read up on all the games that unfortunately won't make it Down Under.

62 **Mike Piazza's Strike Zone**

64 **Virtual Chess**

66 **Feature: Violence on your N64.**

Will the censorship board destroy gaming on the N64?

72 **Playguides**

72 **Forsaken.**
Part 3 of this incredibly tough game. Be sure not to miss it.

80 **Codes.**

Get the latest codes for Banjo-Kazooie and many other games.

86 **Trading Page.** What to buy some cheap carts? Got some games to sell so you can buy more great games? Look no further than the N64 Gamer Trader page.

90 **Buyers Guide.**

Every single game on the N64 reviewed here. Looking for a new game but you also want to make sure that it's the best game of its type? Read out mini-reviews in the Buyers Guide to help you make the right decision when purchasing games.

Welcome...

There's no doubt that our article 'The best Nintendo game of all time' from last month's issue created a bit of confusion and frustration for some of our readers. Most of it is associated with the fact that we gave Mario 10 out of 10 and Goldeneye 9.5 out of 10 in previous issues, and then awarded Goldeneye the title of the best Nintendo game of all time. Well, the reason why I gave the best game title to Goldeneye was twofold - Narayan had me in a headlock while Mithra had his foot in my face as I typed the winner's name into my computer...

Seriously, one thing that us gamers have to come to understand is that there are many different types of game players around the world.

From a technical point of view, nothing comes close to the advancements that Super Mario 64 made to videogames when it was released. The game's graphics, sound, level design and revolutionary 3D platform gameplay set it way above any other game available at the time. Still, even today, Super Mario 64 is the single most impressive game on the N64. That hasn't changed, even in light of recent games like Rare's Banjo-Kazooie.



Similarly, Goldeneye added features to the standard Doom/Quake-style game that saw it become one of the most played games across the world. While not as polished, or impressive as Super Mario 64, Goldeneye gave game players the opportunity to slip into the role of a secret agent. Aspects in Goldeneye's gameplay, like hiding from security cameras, using silenced guns to shoot unaware guards and multiplayer mission objectives, added a sense of atmosphere that few other games have ever managed to provide.

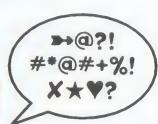
Getting back to the different gamer's point: there are many people who own N64's that would swear that Mario 64 was a better game than Goldeneye, and likewise there are probably just as many that haven't put their N64 pad down since they plugged in their cart of Goldeneye and swear that it's the better game.

Overall, both games are great fun - and that's what's most important. Furthermore, both games are first-generation software from their respective software companies, which means that we can look forward to bigger and better games in Super Mario World 2 and Rare's sequel to Goldeneye, Perfect Dark.

So, everyone's always going to have a different opinion on which game is better than which, and someone's always going to want to play games that you don't really like as much (heck, that's why the Saturn is still selling), just remember to enjoy the games you

play - that's the most important thing.

I guess the point that I'm trying to make is that I don't have a point. On that note I'll shut my face 'till next month.



Steve

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Printed by: Wilke Color

Separations by: Wilke Color

Distribution by: NDD Ph: 9353 9911

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Next Publishing Pty Ltd

ACN 002 647 645

ISSN 1320-7458

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CRASH AND BURN WITH DEATHCARZ...



It's a refreshing thing to know that here in good old Australia we have a team of software programmers working on an N64 game.

DeathCarz is being programmed by Beam Software, who reside in Melbourne and are responsible for the recent PC hit, KKND (Krush, Kill and Destroy). Continuing their theme of anarchy and mayhem, Beam have taken to high powered street machines in their latest game, which also is rumoured to contain a great deal of violence and destruction (hence the name, DeathCarz).

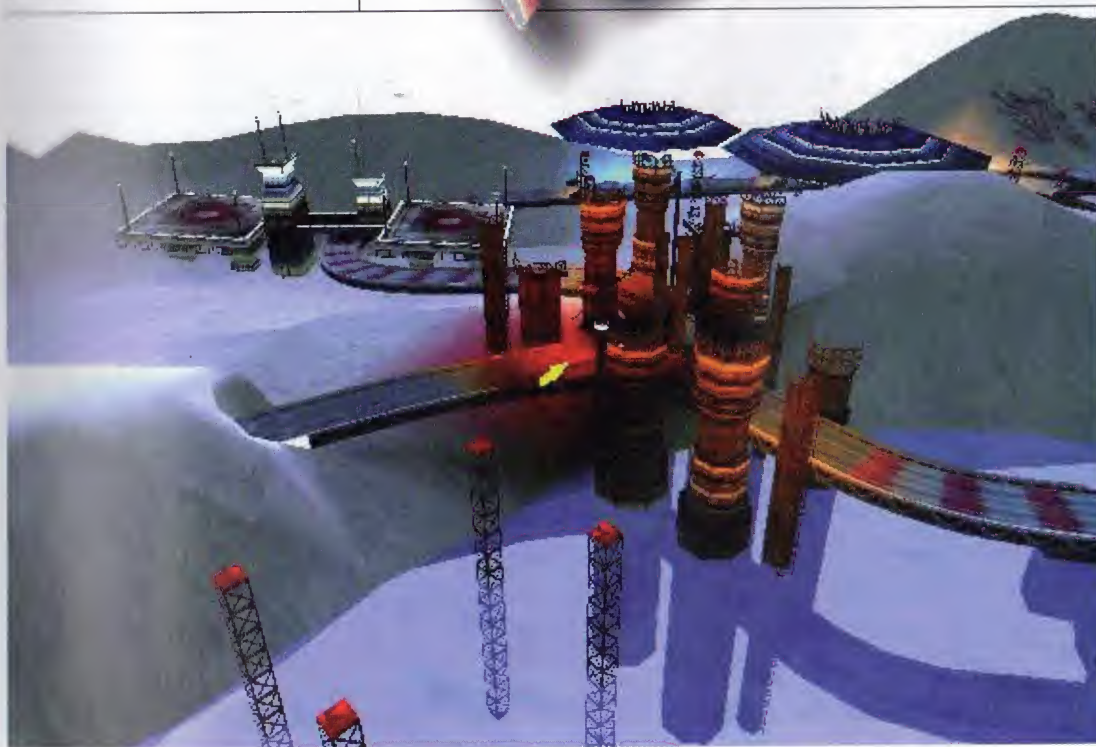
The game will take place over four different environments, with twelve different tracks to race upon. Most of the scenery reflects the game's 25th Century time-frame, with futuristic buildings and super sleek cars that really make you stand back in awe.

The N64 version will have rumble pak support that will relay the full impact of the smashes and crashes you incur on each of the game's tracks, and we're told that the graphics engine will push the N64 to its limits.

Also included, will be the ability to power-up your car with different combat abilities (weapons etc) and better parts that will enable

greater handling characteristics for your car.

Beam are promising a great deal of hidden extras in the game (like cars and weapons) that will really extend the life of the game. Either way, the game looks like it will be one hell of a blast when it's released early next year.



SHORT 'N' SWEET Last minute N64 news



BEFORE Banjo-Kazooie carts even get a chance to slip off the shelves, Rare have announced that they have a sequel in the works for their excellent 3D platformer. Named Banjo-Tooie, the game's details are yet unknown, other than it will be a 3D platforming game that will be similar to Banjo-Kazooie.

The ending in Banjo-Kazooie still leaves certain areas of the game untouched, and Rare have recently announced that these sections in the original Banjo will be inaccessible until gamers have played Banjo-Tooie.

It's unknown how Rare will manage to link the two games, as Banjo Kazooie doesn't use the mem pak, and the use of the 64DD is very unlikely considering its current non-release status.

Also, there's no word on who, or what Tooie is. Either way, if Rare can manage to include the same amount of creativity in Banjo-Tooie as they did in their first Banjo, then we will be in for one hell of a game when it is released early next year.



DUKE'S SET TO SLAM LARA ON THE N64...



FRESH after their fantastic port of Mortal Kombat 4, Eurocom have announced that they are starting work on their latest N64 game, Duke Nukem: Zero Hour.

Originally named, Duke Nukem: A Time to Kill, the project was supposed to be identical to a version that is now being converted to the Playstation. A Time to Kill has now been dropped and the new game 'Zero Hour' will be an all-new N64 exclusive title that Eurocom are currently working on.

The game will move right away from the 1st person shooter that Duke

Nukem 3D was based on (much in the same style as Goldeneye and Quake) and move over to a platform-style game that will be similar in graphics and gameplay to the Tomb Raider series.

Eurocom are promising gameplay that will literally blow Tomb Raider out of the water, with an excellent 3D engine that provides smooth visuals and plenty

of adult content like blood, shotguns and the occasional semi-naked babe.

From the look of the first shots released by Eurocom, Duke is a real muscular fellow who should be able to kick ass big time in this game.

The Duke of death is promised to have a whole new range of weaponry with which to blow the heads off many alien scum.

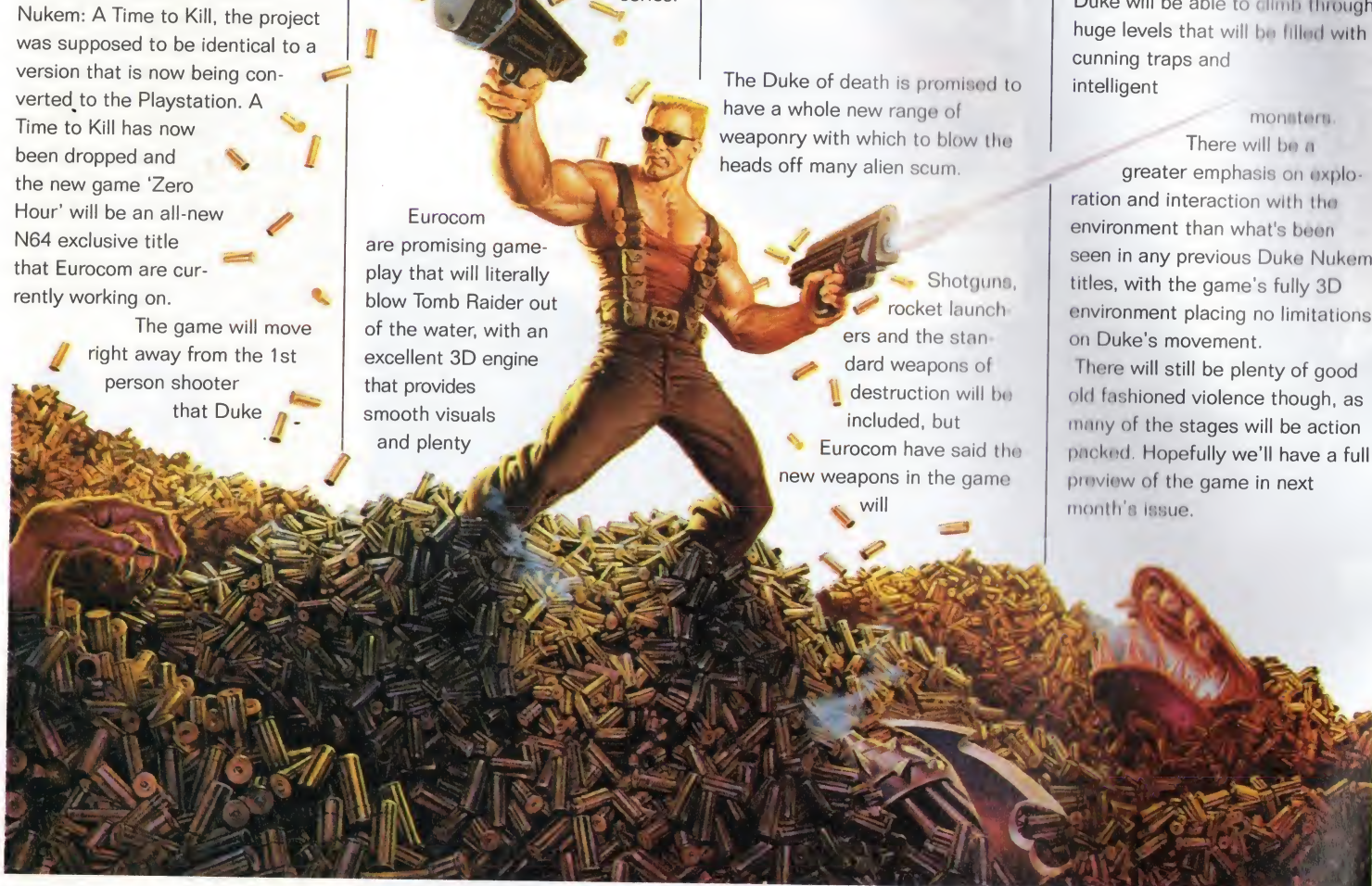
totally blow away the originals and will hopefully rival those seen in Turok, and Quake 2.

The game's levels will be a mix of interior and exterior locations, with the game's graphics engine allowing very complex scenery. Duke will be able to climb through huge levels that will be filled with cunning traps and intelligent

monsters.

There will be a greater emphasis on exploration and interaction with the environment than what's been seen in any previous Duke Nukem titles, with the game's fully 3D environment placing no limitations on Duke's movement.

There will still be plenty of good old fashioned violence though, as many of the stages will be action packed. Hopefully we'll have a full preview of the game in next month's issue.



START JAMMIN' ON YOUR N64

Ever have trouble seeing all the fine details in Mario 64? Just can't seem to see clearly enough to take off one of the soldiers head's with your sniper rifle in Goldeneye? Or are you just getting a little sick of the blurry picture on your old TV set? We all know that computer monitors have much sharper, higher resolution pictures than the average telly. Well, a little device called the JAM will now allow you to get a super-sharp image from your N64!

This little gizmo works by taking the picture output from your N64 and it turns it into a signal that you can put straight into a computer monitor. It also has the sound connections you need to put the sound through your multimedia speakers to give some great stereo sound.

The result is a pixel perfect image that looks totally crisp and beautifully coloured. The JAM certainly does come through on its



promise to obliterate that colour drift, as the picture is perfectly sharp. Unfortunately though, you do lose a bit of the picture resolution in the conversion process if you happen to plug the JAM into a really large computer monitor. Seeing that most of us don't have thousands of dollars and thus don't have huge PC monitors, this shouldn't be a problem. On a smaller 15 inch PC monitor the JAM works really well, and is well recommended. Furthermore, the Jam uses standard video sockets so it will work on old game consoles as well as ones released in the future. The price is also something you need to consider though, as the JAM retails for \$199.



SHORT 'N' SWEET



These are the latest shots for Turok 2 on the N64. Note that the enemy models are constructed much better than those in the original Turok. They look much meaner, and fearsome as well. The game will have a four player death-match option and is sure to give Goldeneye a run for the title as 'best 3D game on the N64'. Next issue we'll have a full preview on the game, with a list of all the game's weapons and enemies. Be sure no to miss it!



RAYMAN 2 SET TO TAKE ON BANJO AND MARIO



News broke last month that Ubisoft were hard at work on a sequel to their highly successful game, Rayman, but no word had been mentioned about the game being a 2D or 3D platformer. Well, Ubisoft have just announced that the game will be a full 3D platformer in the style of Mario 64 and Banjo Kazooie.

Rayman 2 is set over 10 unique worlds inside 3 distinct universes that all have very different types of creatures and enemies. Ubisoft promise that the enemies AI will be outstanding and the players interaction with these creatures will be far above the standard seen in Mario or Banjo-Kazooie. Rayman is set to have a huge range of moves like being able to run, swim, climb and use various magic attacks that have been seen in the previous 2D Rayman games.

From the early version that





N64 Gamer saw, Rayman 2 looks set to be one of the prettiest looking 3D platform games on the N64, even surpassing Banjo-Kazooie in the detail and colours used in some of its worlds. The enemies deserve special mention, as they are some of the weirdest, yet coolest looking bad-dies ever seen in a videogame.

The game is expected to hit shelves in Australia this November so expect a full preview of this game in the next issue of N64 Gamer.



NBA JAM '99



Midway's NBA Jam series was hugely successful because of its speedy arcade action that concentrated on awesome dunks and over-the-top features like flaming balls and exploding backboards. The news has just been released that Iguana have taken over the series from Midway and will be bringing the latest instalment to the N64 this December. Iguana have included a whole bunch of new features in their new game. Probably the biggest change is that they have enlisted Keith Van Horn of the New Jersey Jets to help them make the game closer to the real sport. New features include: all 29 NBA teams; over 300 polygonal "soft-skinned" players with real-life faces; 500

motion-captured moves by Stephen Marbury; signature moves and free throw routines. Iguana have also included their popular features like create-a-player and full team management. This should be the recipe for an absolutely killer basketball game. As you can see from the shots Iguana has given the latest NBA Jam game a huge facelift with their trademark gob-smacking, hires graphics. The Jam series may not have had the best graphics but it definitely had the most enjoyable gameplay around and if Iguana can successfully add these new features and their incredible graphics to the mix, then this game will be every basketball fan's dream come true.



MICRO MACHINES 64

Codemasters are hard at work on a rather unusual racing game. Normally racing games involve hurtling head-on into the screen in a mad effort to be the car in first place at the end of a few laps. Micro Machines ignores the norm and gives players an overhead view of the race, where the aim is to be the last car left on screen. What this means is that all the cars start together on one screen and as they take off, the screen stays with first place. If any cars fall behind enough so that they disappear off the back of the screen then they are out of the race. When there is only one car left on screen, then the game freezes, the first place car is awarded a point and all the cars start again at that point on the course.

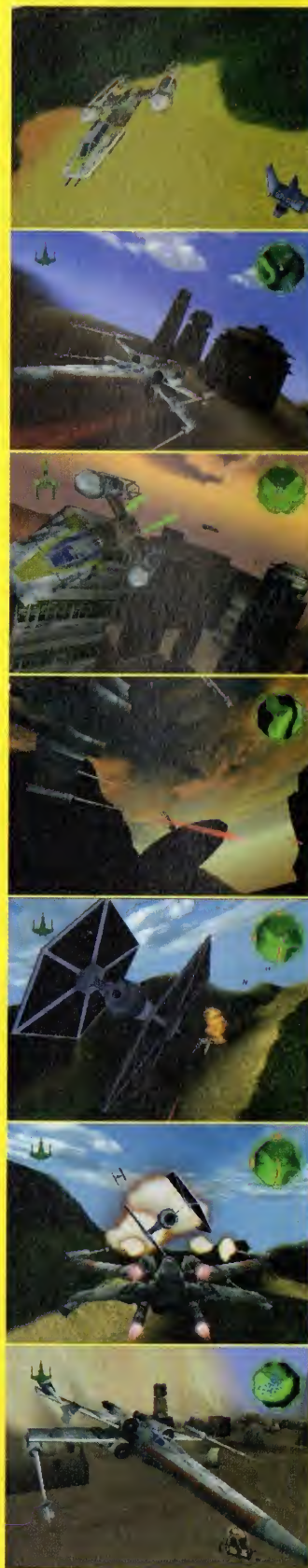
The driver with the most points at the end of the race is the winner. As you can see from the shots, another interesting feature of the game is that all the cars are miniature cars that race around household areas like the dinner table and the living room.

Although the overhead graphics are still 3D, there isn't much on screen and the graphics aren't amazing. However, earlier versions of the game have been incredible successes because of the addictive gameplay and the highly enjoyable multiplayer mode. Micro Machines is so proud of its multiplayer gameplay that it has even used an interesting new control method to allow up to eight players to play at once. Codemasters have designed the game so that two people can use each control pad (one player uses the d-pad and the other uses the four yellow buttons for directional control). Micro Machines has always been a thoroughly enjoyable game and it's sure to find many fans on the N64 when it is released this Christmas.



SHORT 'N' SWEET

Here's a few pics of Lucasart's Rogue Squadron. looks darn great!



EMERGENT POWERSLIDES ONTO THE N64



Australian software companies seem to be the flavour of the month at the moment, with another game on the development list for the N64 by some Aussie lads.

Emergent are hard at work on the PC version of Powerslide, and in its current state Powerslide is one of the most impressive racing games for the PC.

Shown at last year's E3, Powerslide was designed especially for the 3DFX chipset, and was up and running at an incredible 300,000 polygons per second. The speed of this graphics engine meant that the game could maintain a hyper-smooth 60

frames per second screen update with a huge amount of geometry on screen. The tracks had disappearing points that stretched way into the distance and the game is pretty much equal in its graphics with today's latest arcade racing games.

Emergent have released details of a conversion for the N64, and if they manage to successfully convert their graphics engine to the N64 then Powerslide should blow every other N64 racer away.

The game itself is a mix of off and on-road racing that's high speed and action packed.

The game's courses take place over desert land, highways,



swamps and other off-road terrain with plenty of jumps, tight turns, twisting tunnels and huge

sand dunes to test even the best drivers.

Hopefully more info will emerge about Powerslide for the N64 next month. Either way N64 Gamer will keep you posted.



IT'S ALL HYPE AT THE MOMENT...

Also new this month from Ubisoft is their new Role Playing game, Hype - The Time Quest. The characters in this game are modelled on the range of toys named Playmobil, so they end up looking a lot like the little Lego men, with huge, round heads and little smiley faces.

The game is said to be serious RPG though, and will take place over huge lands that will all be rendered in real-time.

You take control of your little hero named Hype, and must go on a quest to defeat an evil Warlord Knight, who is said to have vast magical powers. Ubisoft promise that there will be



over 50 different characters in the game to interact with, and that you will be able to fight with various weapons like swords, crossbows and staves, as well as a huge assortment of magical spells that will be at your disposal.

The game is still in its early

stages, but it already looks promising, with huge amounts of well drawn scenery and well detailed textures that make it look every bit as good as the other N64 RPG's, Zelda and Quest 64.

Ubisoft say that the game will be available early next year, so it looks like N64 RPG fans will be in gaming heaven in only a few months time.



MAKE YOUR OWN 3D SHOOTER ON THE N64 THANKS TO DEZAEEMON

Those that have been around games for a long time would remember a 'Racing destruction set' on the N64 that allowed games to build their own racing tracks and then save them to disk. Well, a Japanese company, named Athena, have just released a game in Japan that allows you to do the very same thing - save a game you've constructed to the cart it came on, although Dezaemon is a 3D shooting game.

If you've ever come up with a fantastic idea for a 3D shooting game, then now is the time to put that idea into action, and you don't have to be a programming genius to come up with a very playable and enjoyable game for your N64.

Dezaemon takes you through a step by step method of constructing your very own game, from designing the 3D polygon baddies to fine tuning the mechanics for the game.

You can start off creating your enemies, with a 3D editor helping you to design them in full 3D. It takes only a little time to adjust to Dezaemon's controls and you're quickly up and running with a few designs on-screen. You have a wide selection of texture maps to place on your 3D object once you have constructed it, like real-life metallic textures or even highly fluorescent colours if that's what you like.

After you've designed all the bad guys you want in the game, it's time to move onto the finer details like explosions, laser fire graphics and a background for the game to run on. Again, your imagination seems to be the only limitation with Dezaemon, and that's brilliant as it's easy to spend countless hours building your own game.

Now, it's time to compose your own music and sound effects for the game, and the menus prove to be quite easy to use here as well. A wide selection of effects are already avail-



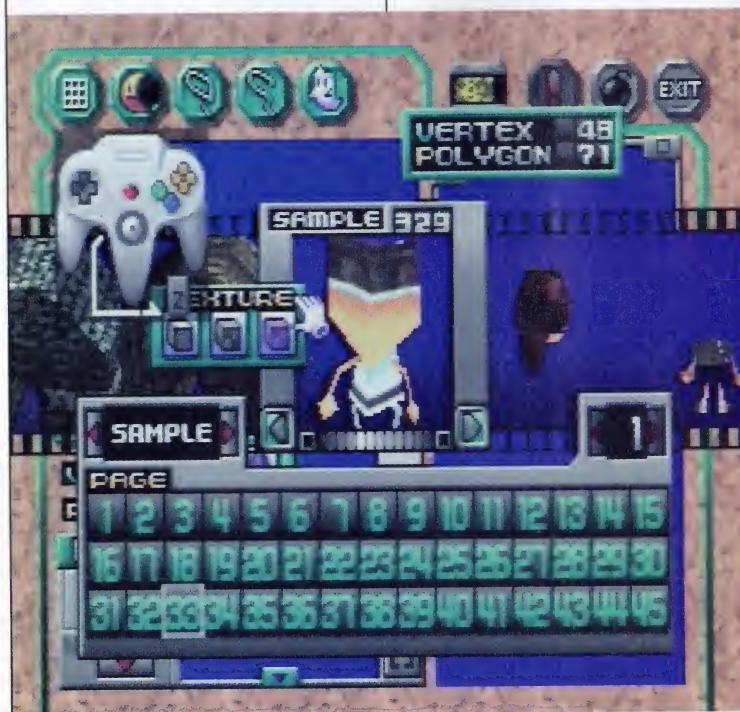
able, but there's also the option of tinkering with the effects yourself to make your own unique sounds.

After you've applied the finishing touches it's time to give the game a test run, and if it works out well you can save it to the cart and take it around to your friends' place and impress the hell out of them.

Even if you're not the most creative bugger in the world,

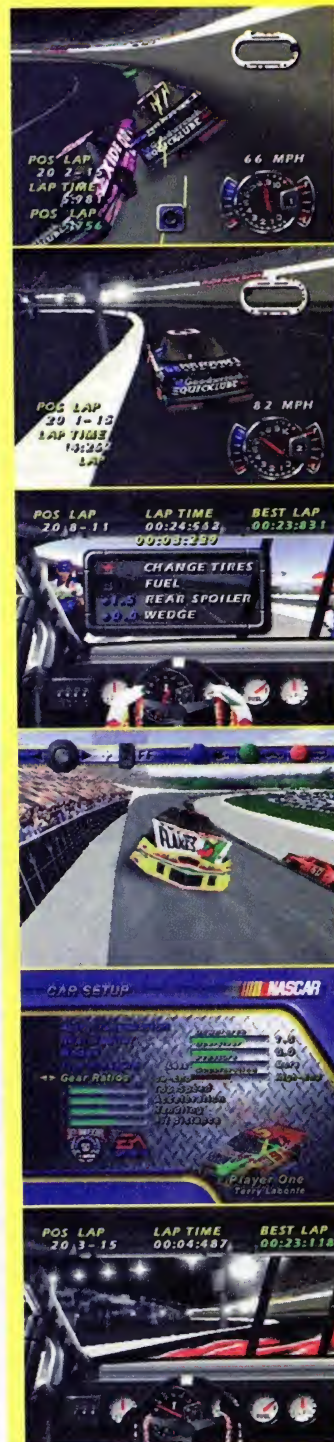
Dezaemon is so easy to get started on, you can't help but getting involved with it. Athena have provided a few demo games on the cart to give you an idea of what's possible in the game as well.

For a game that sounds like it could only be done on the 64DD, Dezaemon is an excellent cartridge title that we can only hope will be released in Australia sometime soon. Either way, we'll keep you informed on the situation.



SHORT 'N' SWEET

Electronic Arts have just released the latest shots of their new stock car racer for the N64, Nascar '99. So far the game looks to be very polished, resembling Sega's Daytona USA in many ways. With a release before the end of the year, we're hoping to have more on this game next issue.



SCHOOL PROJECT

I recently did a school project on which console is better - the N64 or the Playstation. In each topic I pointed out that the pro's and con's for each system were about the same while also listing what abilities each console has. My conclusions were that both systems are about the same in quality and pro's. I think you could have your arguments about which system is better but the debate would just go on and on...

Here are some questions for you.

1. How many full games or demo's do you have that aren't out yet?
2. Would action games like Goldeneye, Turok and Mario look good in high resolution?
3. Do you know that your average score for a games is 7.4/10? Don't you think that is a little high?
4. If you guys have a demo copy of WWF Warzone, could I have it please?

By the way, I got an A for my project!

ROBERT FROST

Endeavour Hills, Victoria

Congratulations on taking such a sensible approach to the topic of which console is better than which. Hopefully we can all get along in this game world and people can just stick to playing games for fun! We have a similar problem with Robert. He keeps saying that fighting games are better than any other type of game available. He often gets really nasty about it too, so we mostly keep him restrained in a leather vest and chained up in a little box out the back of the N64 Gamer office!

1. We do get our games a fair bit before they are released on the N64 in Australia. We're all busy playing Mission Impossible and F Zero X at the moment, but we should have a copy of Turok 2 and Zelda 64 any day now. Developers hand us the games when they are nearly finished so we can write up great previews and reviews for you guys and gals to read.
2. They would look a bit nicer but the Nintendo's abilities like Anti Aliasing make the jagged edges



Will Barbie have her own videogame on the N64? Whitney Tomlinson would probably design it like this...

much less noticeable, so the low resolution is not a problem.

3. According to the review system 7.5 represents a good game that has a few faults which slightly reduce the game's overall appeal. This is the category that quite a lot of N64 games fall into, with the high 9/10

games like WWF Warzone and Banjo-Kazooie bringing the average score up and the nasty titles like War Gods and Dual Heroes bringing it right on down again. We feel that, on average, all N64 games are pretty good in their overall quality, which is something that we should all be happy about.

4. Unfortunately, the demo carts that we get from companies like Roadshow are worth over \$600 as they are re-writable. We tried to keep a few carts (a copy of Warzone and Mission Impossible) for them last month but they sent their head of public relations (a big gorilla named Patrick) around to persuade us to give them back (- he beat the crap out of us...). Luckily it was the same time of the month that we usually release Robert from his box. Needless to say, Roadshow are now looking for a new public relations manager...

DEAR MAG MEN...

I'm not your average girl. I don't play with Barbie dolls - I torture them! Pity they can't play Goldeneye with you. I'm sick of boys thinking that games are just for

them. I hope in some way that girls will take more of an interest in games, cause boys aren't so tough. I beat my brother every time we play. He thinks he is a winner even when he loses and he blames the controller for his miserable attempts. He says things like "the buttons aren't working", or "the blue controller is better than the others". Anyway, I think you've heard enough about my brother... Onto some questions.

1. I have heard that Sega is coming out with an 128 bit machine and I wondered if this machine would steal the N64's place as the #1 console?
2. I'm getting pretty bored of all the things I have to say to my brother when I win. Do you have any new suggestions?
3. In 1080 Snowboarding, have you actually completed the 1080 move and then landed afterwards? If so, do you have any pointers?
4. I'm about to buy a new



N64 games look mad in high resolution mode. Hopefully more games will use this mode in the future

game and I'm a bit stuck for choices. Do you have any suggestions as to which game I should get? See ya later,

WHITNEY TOMLINSON

ACT

It's sad to hear that you don't like Barbie dolls. I have the whole collection and play with them every day.

- 1. Yes. Sega are releasing another console and it will be more powerful than the N64, but they'd be pretty daft to release a machine 2 1/2 years after the N64 that wasn't as powerful as the N64, wouldn't they? Game companies are constantly developing hardware, and by the time that the new Sega console launches in Australia (not until Christmas next year) I'm sure that Nintendo will have another console in the wings that will be even more powerful than Sega's console. Never fear though, as the big 'N' will be releasing great games on the N64 long after Sega's new machine hits the shelves.*
- 2. Ok. Here we go: - "You're pathetic. I could get better competition from a baboon with brain cancer", "Go back to your Atari 2600, and don't come back until you can play properly",*

ly", "You're not doing too badly. For a guy with a brain the size of the Playstation's CPU."

- 3. No I haven't but if you manage it, then you're a better girl than me.*
- 4. Since I don't know what games you've got already, it's pretty difficult to recommend some more - just look at the buyers guide and check out any games that get 9 or higher. You should definitely grab a copy of Banjo though, because it is utterly incredible.*

OH DEAR....

I believe that games are way too violent these days. All games should be about loving and sharing where nobody gets hurt - not even the 'baddies' in the games. Even Mario is too violent. Whoever spares a thought for the poor Koopa guys after Mario stomps on their head? Think of the pain that their families would go through when being told of their relative's tragic death. What's even worse is that as soon as Mario stomps on their heads he just kicks their



South Park for the N64 will use the Turok 2 3D graphic engine!

shells away like a useless piece of rubbish.

In Goldeneye all the soldiers that you kill would have been honest men who gave their lives up to serve in the armed forces and uphold honour and respect in their country. Again, someone would have to tell their families that they were killed by some selfish, stuck-up secret agent. In one stage alone Bond kills

over 50 of these soldiers. Also, the scientists, who were probably finding cures to some dreaded diseases like cancer, were cold bloodily killed while going about their work.

Come on game developers - make some games that show some love and caring in this world.

FROM MR LOVE, CARE 'N' SHARE
You're an idiot.

DEAR N64 GAMER,

Hey kiddies out there! Don't be fooled by the media propaganda about games like Crash Bandicoot, Resident Evil, Croc, Spice Girls etc. Stick with the big 'N' and you will be guaranteed killer titles like Goldeneye, Mario, Turok, Diddy Kong Racing, the Beatles, Metallica, Greenday...(Ed - ?).

Here are some questions.

- 1. Can you please send me about 2 million dollars in small bills because I need all the *&^%# money I can get to buy all the new games like Forsaken, NBA Courtside, Turok 2, Quake 2, Banjo-Kazooie etc.*
- 2. When will South Park come out?*

3. I've heard that a Simpson's 3D fighter will be coming out on the N64. Any news?

4. Will Quake 2 be a direct port of the PC game?

5. What bands/music does the N64 Gamer crew like?

Thanks,

BEN 'LENNON IS A LEGEND' REEVES, Kanahooka

Thanks for the advice. Now I'll be sure to feed my dog the copy of Crash Bandicoot I just rolled a couple of teenagers for.

- 1. Get stuffed.*
- 2. It will be out early next year. We have heard that it is using Turok 2's graphics engine so it should look great.*
- 3. Yes, we are very excited about the N64 conversion of our favourite cartoon. Some of the interesting moves for the characters include:*
 - Lisa's new Saxophone fatality
 - Barney's sonic boom belch attack
 - Homer's dreaded drool attack where he spits out huge amounts of slimy drool which causes his opponent to slip over and break their neck
 - Mr Burns and Smithers awesome tag team special moves that would make Reverend Lovejoy's eyes pop.
 - Chief Quimby has the life regaining special move where he

Write To Us:

If you have some questions about game releases, accessories, or just want to say something about N64, write in to N64 gamer magazine at,

N64 Gamer Magazine

78 Renwick st

Redfern, NSW 2016

email: N64gamer@next.com.au

The best letter each month wins a free subscription for 6 months, so step to it with your ideas and thoughts.

We are also looking for reader art to fill these pages, so if you're looking to get your drawing skills shown off in our mag send your stuff into the above address and next issue we will print the best efforts!



I don't think it's a fatality that Homer has in mind for Bart...

downs 3 dozen donuts and a half a gallon of coffee. The characters will also have lots of taunts that they can use against each other:

- Moe has one where he threatens to shove sausages down your throat and then stick starving dogs up your butt.
- Principal Skinner stands back and gives another one of his recitals about how hard life was for him in 'Nam.

The game should be one of the best 3D fighters ever when it released some time in the 21st Century.

4. Hopeful it will be pretty close. The texture detail will probably be a little lower than the PV version, and some of the levels may have to be reconstructed, but other than that it should be a spot on conversion.

5. OK.

STEVE - Wham, Culture Club and Queen

NARAYAN - Goldeneye classic hits collection

MITHRA - Spice Girls, Hanson
and some other crappy kiddie
Pop bands that we can't stand.

TROY - Doors, Guns 'n' Roses and Girlfriend (we have to slap him around the head every time he tries to listen to any of their albums).

ROBERT - Metallica, Ice T and the sound track to 'The Sound of Music'.

LATELY AT SCHOOL A Playstation freak has been insisting that the N64 is really 32 bit, and not as the name suggests: 64 bit. Why would they call the N64 64 bit if they weren't 64 bit?

Does this mean that all consoles are labeled as having double the power they actually do have?

Onto some questions

1. What is a bus? And does the N64 have a 32 bit bus?

2. Do you need a converter to play American games on an Australian N64?

3. Are the games released around Australia at the same time or do some people have to wait longer?

4. Do game companies send you games to preview for free, and what do you do with them afterwards?

5. Do you have an internet site? If so, what's the address?

Good gaming to all!

C.N

Adelaide, S.A

Well, well, well... Lets start with bits. Bits are numbers (either a 0 or a 1) that are processed by a machine's CPU (Central Processing Unit). When we talk about a CPU being '64 bit' we mean that it can calculate 64 lots of 0's or 1's at the same time (ie. 0001010101010100010101101010100100101010101010101011 = 64 bits). If the machine was 32 bit then it would only be able to calculate 32 0's or 1's at a time. Every time a CPU calculates one lot of these numbers we say it has performed an 'instruction'. Now the term MIPS (Millions of Instructions Per Second) is the term to describe how many instructions a chip can perform every second. The N64's main chip runs at around 100 MIPS, meaning that it can calculate 100 million instructions per second (that's 64 lots of 0's or 1's). Believe it or not, every screen in a game like Goldeneye is created by a CPU calculating millions of 0's or 1's. Technology is marvelous, isn't it?

1. A bus is a term describing the path that is used to transfer data around a computer or console's main board. When the graphics CPU has to talk to the sound CPU it transfers the data



Hopefully Zelda 64 will start a flow of RPG's to the N64.

(those o's and i's again) across the bus. The faster the bus the more data it can transfer at any one time. When we say a bus is 64 bit we mean it can transfer 64 o's and i's at any one time. The higher the bus speed the more information can be passed around which leads to more detailed graphics and sound in a machine. The N64 has a 64 bit bus, and the Playstation has a 32 bit bus.

2. Yes. All overseas games are encrypted and will not work if you plug them straight into the Aussie N64.

3. No, they're pretty much all released at the same time. One or two days might be the result of a delay, but this is due to transport time and not a delayed release date.

4. Yes, we usually put them in a bowl, sprinkle them with sugar and a little milk and then we eat 'em.

5. We don't have one on-line, but our company does, and you'll often find reviews from our mag up there. It's www.hyperactive.com.au

RPG'S FOR ALL...

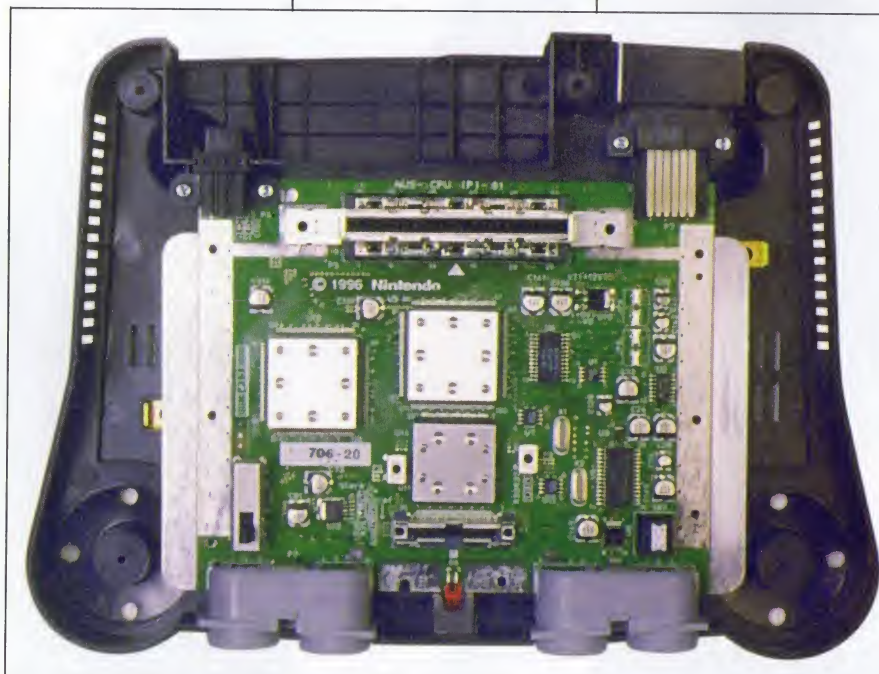
All I want to know is ...
Where the hell have all the
RPG's gone?????

The N64 revolutionised the way we play games with its spectacular graphics, superb sound and a huge range of great accessories like the rum-

ble pak. Well that's all fine and dandy and I'm sure they've reaped all their rewards but lets face it - cuteness can only go so far. I must admit that I was one of the crowd that went goo goo over Mario 64 and the cute little Yoshi's who sung their theme song, but now I say enough is ENOUGH! I've roamed through the Doom type games and flown through space shooting everything in Lylat Wars, and what I think the N64 really needs now is a game which features violence, strategy and interaction. The PC brings out these games by the bucketload but all we seem to get is cutesy big eyed characters who eat fruit, scream like a baby and jump on their enemies. To all the young N64 programmers - why not create a Sherlock Holmes type of game or something in that genre. I just want to see some more serious games out there with more to offer adult gamers.

Now that I've had my spit there's a couple of questions I'd like to ask.

1. Do you think there will be a keyboard accessory or printer for the 64DD?
2. Have you guys ever done a playguide for



Bits, buses and chips. Game consoles should be judged by their games. If it's fun, it's gotta be good!

Shadows of the Empire?

3. Where can I get a copy of HEIWA 64?

4. I have heard some sh*thouse reviews for Wheel of Fortune but I like the TV show, so would it be worth it to buy the game just for the quiz challenge?

5. I am waiting for a great fighting game to buy. I don't want to waste money on a crap remake of Mortal Kombat, so I'd be thankful for any suggestions on your part.

6. Is there any indication that Tip Tup will have his own game or make and appearance in any upcoming games?

Your not alone in your opinion about RPG and a tad more violence in games these days.

Thankfully relief is on the way for RPG lovers. GT Interactive are in the process of securing the rights to distribute Quest 64 in Australia, so we should see it being released before October this year. At a recent software launch, N64 Gamer had a chance to play Zelda 64 and by initial impressions the game is on target to be the best N64 game ever. It's a great mix of RPG elements and 3D fighting

with swords, bows, staffs and plenty of magic. Aside from that the game is huge, with the levels spanning over much larger areas than what was seen in Mario 64.

The idea of a real-time 3D Sherlock Holmes adventure is excellent, and hopefully some software house will use it to make a great game on the N64.

1. Unfortunately the 64DD doesn't look like it will see the light of day in Australia, as the increase in size of cartridges (32 Mb with Zelda 64) has lessened the need for the expansion unit.

Keyboards and printers are a cool idea for computers, but they hardly ever find themselves useful in the area of videogames.

2. No. The game wasn't all that hard, and was released quite a while before we started up the mag.

3. Try the local sewer...

4. I quite liked Wheel of Fortune, but it must be said that the game provides little entertainment for a single gamer. Parties, and games with a couple of mates are the best times to use this game. The questions in the game were also based around American trivia, which most Australians would know little about.

5. Mortal Kombat 4 has surfaced as arguably the best fighting



MK4 has turned out to be the best fighting game on the N64. Don't laugh, read the review on Pg 56!

game of the N64 as it is pretty much an arcade perfect port. Its gameplay is fast and fluid and this makes for some great two player battles. If you're after a more technical fighter then I'd suggest Fighters Destiny, which has some great, realistic gameplay and some novel additions to the 3D fighting genre.

6. Not that we know of. He could make an appearance in Frogger 64 (if some sad company ever decides to make the game).

I WILL DISPENSE WITH THE pleasantries and get straight to the questions.

1. Gran Turismo has been proclaimed as THE best racing game ever by most Playstation and some N64 owners. If you are not familiar with the game then you should be as the graphics are better than most games on the N64, it has great gameplay (with over 250 cars to choose from) and ten different tracks to race on. The point I'm trying to make is why is the game on the Playstation and not the N64?

2. Can you provide us with a list of all upcoming games for the 64DD?

3. This is regarding Issue #5 where you said that 1080 Snowboarding was the perfect snowboarding game, yet your review failed to give it a perfect score. The dictionary definition of perfect is having all the essential elements, complete, unspolied, faultless, correct, precise and excellent. In your review it failed to meet the standards of the definition, and as Pauline Hanson would

say "Please explain?".

FROM RODGER AND EDDY.

Good. I hate pleasant people...

1. Let's get one thing straight.

People who claim that Gran Turismo is THE best racing game ever should get out more...

Personally, the game couldn't hold my attention for FIVE minutes, and I'm not saying this to bash the Playstation. The graphics are poor, with pixelated and dull visuals (the replay mode is nice though) the frame rate is choppy, the screen has borders on its top and bottom, the colour pallet in the game is sadly lacking... And that's just talking about the game's visuals. The gameplay's sedate, boring and mindless (I felt like I was driving a Volvo), there's no sensation of speed and as an overall package I find it one of the poorest racers on the system. Those readers with a Playstation would be much better off buying Rage Racer, as it is one of the best driving games on any system. To answer your question with a question: Why would anyone want the game on the N64?

2. As far as we know the 64DD is a 'has been' that never was. You'll probably find that most '64DD only' games make their way across to large size car-



As far as snowboarding games go, 1080 is pretty damn close to perfection



Quake 2. Will it beat Goldeneye as the best first-person shooting game for the N64? Only time will tell

tridges. Honestly, what the 64DD promised seemed good, but you'll find that games like Zelda will dismiss the need for a DD altogether.

3. My only real gripe with 1080 was that the game is overly difficult. As a self confessed hardcore gaming lunatic, it didn't take me a great deal of time to finish the game, but I would suspect that some people will have trouble mastering the game's controls. Aside from that the game is perfect. You can whinge about more tracks and stuff, but those complaints would apply to

any game. It's so far ahead of the competition on other consoles that it's not even funny. I believe it is one of THE best games on the N64, and games like Twisted Edge Snowboarding (which is due out towards the end of this year) will have to be pretty bloody good to better it.

HI, I WAS READING ISSUE #5 the other day and I saw that in the letter section you told the letter of the week writer that it's OK to play your N64 on front or rear projection TV sets.

Well, I was reading the booklet I got with Forsaken and it said not to use your N64 on a projection TV. Why did you say it was OK then? You also didn't answer the question about who answers the letters. Who does? Anyway, I have a few other questions that need answering.

1. Will Narayan ever stop loving Goldeneye? Does he sleep with the cartridge?
2. Why the hell doesn't Mission Impossible have a multiplayer mode? Hasn't anyone noticed that all really successful games have a multiplayer mode (eg Forsaken, Goldeneye)?
3. Iguana said that they would clear the fog problem that was in Turok 2. In the shots you printed the graphics looked heaps better but the fog was still fairly visible. Why don't they get rid of it?
4. In your last issue you said that the sequel to Goldeneye would be coming out before Christmas along with Turok 2 and Quake 2. Is it really coming out before Chrissy, or were you just crapping us?

ANDREW VINCENT

The letter in Issue #5's letter section actually asked if the N64 could be damaged by using a projection TV. The answer to that question is a firm no, as there is no way the the N64 can be damaged by hooking it up to one of those TVs (as long as you do it according to the manual). The comment in the Forsaken manual refers to damage that can actually be caused to your projection TV. Projection TVs work in a similar way to the projection screens you see whenever you go to the movies. They have a price of material (that is the screen) that the image is projected onto to give you a display that you then watch like a normal TV. The trouble with them is that the screen can become burnt whenever a image is projected for a long period of time. This image would have to be still for long periods of time (like the lines of a health bar in a fighting game - as they never move) and the image projector could burn the image into the screen, which would leave a permanent mark. If you have a projection TV and any games console, do not use it for extended periods of time (more than an hour or so) as it could leave a mark on the screen.

1. Seems not. He's really a sad, sad person who should get out a lot more than he actually does (yes, he thinks Gran Turismo is good).

2. The final game (which we already have - HA HA!) is a little like a mix between Goldeneye and Tomb Raider, as most of the game is spent using the 3rd person perspective, like the one used in Tomb Raider. The gameplay really doesn't suit a death-match theme, as most of the game is spent trying to solve spy-type puzzles and outwit the bad guys, rather than just slaughtering them.

3. Turok's graphic engine is much more ambitious than Quake's or Goldeneye's as it has to draw huge amounts of scenery on-screen. Most of the game's levels are outdoors and a vanishing point of some sort has to be used to keep the frame rate up. A perfect example of a game that doesn't use fogging to hide vanishing points in Unreal for the PC. As a result of its huge amounts of scenery on-screen the game runs at a snail's pace on all but the fastest and most expensive PCs. Iguana are in the process of finding the right balance between fogging and frame rate speed for Turok 2, and by initial impressions that game is going to be brilliant!

4. The game was originally scheduled to be coming to the N64 before Christmas, but it seems that it will slip to early next year as a result of the game's complex graphics and gameplay taking a good deal of time to perfect. We're still full on crap though.

TOP FIVE

1. Banjo-Kazooie
2. 1080 Snowboarding
3. Forsaken
4. Mario Kart
5. World Cup '98

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Will no multiplayer mode in Mission Impossible affect its appeal?

Have You Got Balls?

Those cool dudes at Roadshow have given us four copies of their brand new WRECKING BALLS game. All you have to do to enter this excellent competition to score a copy is:

"tell us who would win a fight to the death between Mario and Sega's Sonic"

Put your answer on the back of an envelope and send it to:

Kill Him Comp

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Free Banjo



If you want to grab a free copy of Rare's brilliant BANJO-KAZOOIE, then enter our cool competition. All you have to do is:

"tell us the name of one of the animals that you can change into in Banjo Kazooie"

Put your answer on the back of an envelope and send it to:

Banjo Comp

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Draw and Win

To reward all you little artists out there we decided to have a drawing competition. All you have to do to enter the competition to win a free copy of Rare's legendary BANJO-KAZOOIE is:

"draw a comic about the N64 Gamer crew - the comic can be one picture or a series of pictures, it's up to you - just draw the gang doing something funny"

Send your entries to:

Comic Comp

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Goldeneye Challenge

If you think you're pretty good at Goldeneye then prove it. Yes, N64 Gamer is having another time competition for Goldeneye. The person with the fastest time will win a FREE GAME of their choice. All you have to do to enter is:

"Complete the 'Silo' level as fast as you can on the 'Secret Agent' difficulty and then, either send in a photo of the screen that shows you 'Best Time' or record your best time on a video tape (make sure you complete all the mission objectives and don't use any cheats - otherwise you won't get a 'Best Time'. Also remember to send in a picture of yourself because the winner gets their photo in the mag"

Send your entries to:

Goldeneye Comp

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Entries close: 18th September

Winners Issue 5

Some butthead forgot to print last month's winners, so here they are:

All Star Baseball '99

These four lucky guys each scored a copy of All Star Baseball '99 from Roadshow. Here are their answers to our question - "Why I'm the hardest gamesplayer on Earth":

"Bones heal, chicks dig scars" - Aine Watkins

"Because my mummy said so" - Brett Jervis

"I traded son for games" - D. Mullavey

"Coz it won't go down" - Nathan Davison

Diddy Kong Racing Comp

We had another time comp and as always received tons of entries. Connell Wood stormed in front of the competition with an incredible time of '52:31 - best lap '16.70"! A copy of 1080 Snowboarding is headed his way.

2nd place - '22.45' - Rene Ellul

3rd place - '23.75' - Neville Gosson

4th place - '24.26' - Luke Johnston

5th place - '24.36' - Duane Edwards

Winners Issue 6

Extremely Generous

Four lucky winners each scored a copy of Extreme G and a pad to play it with. Here are the answers to the question "why is Goldeneye the best game?":

"Even my parents like it" - James Allison

"I've stopped shooting real people" - Phillip Welsh

"This message will self-destruct" - Beelee Seah

"Goldeneye blows your mind" - Chris Long

Multi Racing Giveaway

The three lucky winners of this comp each get a copy of Multi Racing Championship.

The winners are:

Alexander Boffa, Ken Birt and Caine Gemmell

Be a Race Leader

Andrew Williams was the lucky winner of UBI SOFT's cool Race Leader steering wheel.

Winners Subscription prizes

Issue 6: Phillip Dunn A.C.T

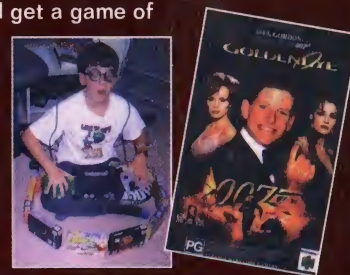
Issue 5: Peter Flint QLD

Enjoy your games!



Freak of the month

We asked you guys to send in some photos that showed you guys to be freaks and we said the one that made us laugh the hardest would get a game of their choice. Well Ashley Murtha's picture of himself dressed up as Zelda gave us the best laugh so he scores a copy of 1080 Snowboarding.



ALL COMPETITIONS CLOSE ON THE 22nd AUGUST

Win Southpark a



How would you like to be one of the first people in Australia to own and play Southpark 64 and Turok 2? Well, to be in the running to win one of five game paks, which include Southpark 64, Turok 2, 3 Southpark home videos and a huge Southpark poster, all you have to do is subscribe to N64 Gamer.



and Turok 2 games!

Be one of the growing number of N64 owners to subscribe to N64 Gamer magazine and you'll receive the latest and greatest news about the N64 and all its games, delivered right to your door. On top of that you'll be saving money in the process.

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6 Games of choice: 1] _____ 2] _____ 3] _____

4] _____ 5] _____ 6] _____

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N64 Gamer

Mission Impossible

PUBLISHER: INFOGRAMES

AVAILABLE: SEPTEMBER

CATEGORY: 3D SHOOTING/SPY SIM

PLAYERS: 1

Well it's been a long time coming but Mission Impossible has finally arrived in the office and the good news is that it was well worth the wait. The girls will probably be disappointed with the absence of Tom Cruise but the rest of us will be more than happy with all of Mission Impossible's objective-based gameplay. The emphasis in this game is different to most 3D action games because lots of stealth tactics and cool gadgets must be used to complete each mission. The aspect of stealth is essential to success, because in some missions if you are seen shooting or attacking anyone then guards appear and arrest you. In the embassy mission, for example, you must firstly place smoke makers in the ventilation ducts (which you can trigger later to evacuate the embassy) without being seen by the guards. After that's complete you must talk with the guests at the party so you can collect a drink, some poison and a piece of sheet music.

Once you've done this, by giving the music to the pianist, the Ambassador will be lured down stairs by his favourite music so that you can propose a toast and give him the poisoned drink. This makes him violently ill and he rushes off to the toilets where you can knock him unconscious without being seen and assume his identity with the facemaker device.

Complex mission objectives like these make you feel like a real spy and give the game a great atmosphere that really draws you into the story.

While missions like this are really interesting, action fans will not be disappointed either because there are also plenty of missions that have a minimal amount of objectives and are basically just an excuse to get out there and shoot anything that moves. One level in particular takes place on a gunboat with powerful cannons that you use to entirely obliterate an enemy base. The graphics are as equally impressive as the gameplay. The backgrounds are extremely detailed and have a good variety of textures so that the levels never feel 'samey'. The characters are also impressive because they are well animated and feature what are easily the most realistic facial textures yet seen. The cut-scenes must also be mentioned because they look so friggin' cool. Each new mission starts with a cinematic scene in which Ethan will discover a lap-top computer containing his mission data. When this happens the camera zooms in for a close up of the lap top's screen and you are treated to a fantastic looking real-time cut-scene that shows everything about your targets and objectives while your boss tells you all the information you need. Mission Impossible's gameplay also makes you feel like a real member of a team because your objectives often involve helping out your teammates and you are constantly receiving essential advice from them over your radio. In one really cool mission one of your teammates climbs up the top of a tower with a sniper rifle to give you cover. This means that whenever you get pinned by enemy troops, you can switch to the sniper and pick off the soldiers before they know what's happening. So far Mission Impossible looks stunning. Look out for a huge review next issue.





F-Zero - X

PUBLISHER: NINTENDO AVAILABLE: OCTOBER

CATEGORY: RACING PLAYERS: 1 - 4

One of the best racers on the Super Nintendo was F-Zero, as its super high-speed racing action and brilliant mode-7 scaling effects that provided some of the smoothest and most exhilaration racing experiences available at the time. Now Nintendo have a 64 bit version in the works for the N64, with even smoother visuals and tracks that are sure to totally destroy the originals.

One look at F-Zero X will make you think that the game is a little sparse in the detail department. There isn't much on-screen in the way of background objects, like buildings etc, but the game moves at such a phenomenal speed that you forget about the lack of detail about 1 second after you start playing the game. Talk about speed - some of the craft in the game manage to top 1600 kms per-hour, now that's REAL speed. Also, when you drive the cars in F-Zero X you actually feel like you are moving at 1600+ Kms per-hour. On top of this, the game moves at a blisteringly fast 60 frames per second which makes it the fastest and smoothest racer on the N64. Even in four player mode the game manages to maintain its excellent frame-rate and speed which easily makes it one of the best multiplayer games on the N64.

Special mention must go to the music in F-Zero. It's simply some of the best music yet on the N64, with a great mix of rocking electric guitar tunes that perfectly suit the game's futuristic theme.

As far as cars are concerned, thirty different vehicles are available for selection in F-Zero, with each vehicle having a marked difference in handling and speed to the one before it. Some are hidden though, so you'll have to play through the game's easier tracks to get your hands on some of the game's incredibly fast demon cars.

Like the original game, F-Zero X has speed ups littered around each of the tracks which, when passed over, give you a short boost in speed.

Additionally, the player has a turbo boost button that will also give a short boost of speed - at the expense of the players shield though. This shield protects the cars from damage as they bump into the track's walls and other cars as well, and with thirty different cars on the tracks at any one time some sections of the tracks can look like the Sydney Harbour Bridge at peak hour - bloody jammed packed. The upside of the shield and damage additions to the game is that each race turns out to be a battle of strategy, as you must decide whether or not to use up your shield reserves to gain speed boosts. On the harder tracks it's almost necessary to use all of your speed boost to keep up to the other racers, so you'll need to be able to navigate the tracks perfectly, otherwise you'll be blown into millions of pieces when you slam into a wall after your shield is gone.

Four different race modes exist in F-Zero: GP Race, Time Attack, Vs Battle, Death Race and Practice. In the death mode the cars have the simple goal of using their destructive abilities to clear the track of all 29 other opponents, and that's no easy task for sure. Each car has the ability to smash into other cars, which ultimately sends one of you flying off in crazy directions (and possibly off the track and out of the race).

The game's practice mode actually turns out to be a totally necessity in F-Zero X, as the game has some of the meanest and hardest tracks seen in any game. Twists, turns, incredibly long jumps, loops, 360's - the lot, the tracks in F-Zero will really push you to your limits, and often cause you to become quite dizzy in the process as the screen flies by at such a startling rate. Many of the game's tracks have incredibly huge jumps that cause your car to fly for miles above the track. This opens up huge possibilities for taking huge shortcuts, but the risk is quite large, as if you fail to land on the track you're out of the race. With over 30 different tracks to master, the game will surely be an essential purchase when it's released this October.





F1 World Grand Prix

PUBLISHER: NINTENDO AVAILABLE: SEPTEMBER
CATEGORY: RACING PLAYERS: 1 - 2

The first thing that grabs you when you see F1 GP is the stunning level of realism it delivers in the game's graphics department. F1 GP has a great disappearing point which ensures that every track stretches way, way off into the distance. F1 manages to do this at a smooth frame-rate as Paradigm have used clever new polygon drawing routines. Large features of the landscape, like hills and grandstands, are drawn to great distances but smaller objects like billboards are only faded in as you get closer. This clever technique is hardly noticeable and allows for some really amazing visuals. As you scream around a corner you can't help being impressed by the transparent smoke rising from the tyres, which also leaves skid marks on the road that are still there on later laps.

F1 GP is also fully licensed. You can pick from 22 authentic racing teams (each with their own faithfully recreated cars) to race on 17 famous Grand Prix circuits (including Australia's track). The main difference between Formula 1 racing games and regular car racing games is the element of strategy involved. Normally races are a simple matter in that all you have to worry about is getting around the track as fast as possible while cutting off the other drivers. In F1 GP you now have to decide which laps are best to pull in for pit stops - "should I change my tyres this lap, or can't I get one last lap out of them?" This strategic element is also noticeable in the way that you are in constant radio contact with your pit crew. They offer lots of small pieces of advice throughout the race, like "the Ferrari car is only 150 metres ahead, you can catch it" or "you're going to need to stop for a refuelling on the next lap". This advice from your pit crew is very useful and it also adds to the game's racing atmosphere.

The game modes on offer in F1 include the standard ones like "Grand Prix", which lets you compete in a full season, and "Time Trial", which is a practice mode where you can race against a ghost car to try and perfect your lap times. However, F1 has also included a really cool "Challenge Mode" that lets you rewrite history. You can select from a number of historic F1 races from previous years. Imagine being Michael Schumacher and racing against David Coulthard - it's up to your racing skill to decide who really wins. Every racing game needs a multiplayer mode and F1 delivers in this area as well. Two players can race against each other in the traditional horizontal split-screen or they can try the new vertical split-screen mode. Being able to have the screen split down the middle is a good option as you can see further into the distance and judge corners and overtaking much better. It looks like F1 is a new contender for the title of best racing game on the N64.



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MAX

"You're only male once!"

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NFL Blitz

PUBLISHER: **GT INTERACTIVE** AVAILABLE: **OCTOBER**
CATEGORY: **SPORTS** PLAYERS: **1-2 4?**

MIDWAY - the guys responsible for the conversion of the arcade games Mace and San Francisco Rush to the N64, are at it again with their latest game, NFL Blitz. After its recent successful stint in the arcades, Midway is hard at work porting the 3DFX powered arcade game home to the N64. The version that N64 Gamer saw was roughly 80% complete and already the game looks as though it could be the best American Football game on the N64.

Rather than just the full-on simulation that NFL Quarterback Club '98 and Madden '98 are, NFL Blitz tries to be a more action packed and fun orientated game, with fast, fluid gameplay and a array of humorous plays that aren't usually seen in American football games. Players crash tackle, dive, slam and smash each other with the ferocity of possessed lunatics, with some of the game's tackles looking downright painful. Midway have added an action packed, violent theme to the game that even allows you to perform wrestling-type moves on your opponents when they're on the ground. You can dive onto tackled players, stomp on their heads and even do a 'Hulk Hogan'-type leg splash on your hapless victims whenever they lay defenceless on the ground. The action takes place at such a fast pace that it's possible to miss an offensive play then watch a player go over for a touchdown in a matter of seconds.

The standard plays that you would see in any normal football sim are in Blitz, although a limit of ten seconds for selection of plays is included to ensure that the game maintains its arcade-type frantic pace. Midway has also included the full NFL license, so you'll be sure to see all your favourite player's names up in lights when you score a touchdown.

The graphics in Blitz are like the gameplay - fast and smooth. Running in a resolution similar to that seen in Madden '98, Blitz's visuals are clear and crisp and run at a smooth frame-rate. The smoothness of the visuals influence the gameplay, as Blitz has movement that is quite a bit faster and more smoother and refined than either Quarterback Club or Madden '98. The great viewpoints in Quarterback are not evident in Blitz as yet, but considering the quality of the game's visuals so far, we would be very surprised if Midway don't include some killer replay options in this game when it's finally released.

Currently the game is running with two player support, and there's no word on whether or not the game will have four player support when it's finished. The combination of excellent, arcade-style control, smooth, fluid visuals and its fun gameplay should see NFL Blitz become a real favourite for those N64 Gamers who have never found an interest in American Football before.





SCARS

DISTRIBUTOR: UBI SOFT AVAILABLE: NOVEMBER
CATEGORY: RACING PLAYERS: 1 - 4

Ideas for new racing games are becoming a tad dated at the moment but SCARS may have what it takes to break away from the rest of the pack.

The game is set in a dark future. Humanity has been exterminated by a brutal organisation of super computers that got fed up with doing our homework. These evil computers rebelled against their owners, and with the help of the military computers, they were able to exterminate every last human (not even John Connor could save us from the terminators this time). For a while everything was sweet. The computers all had a good laugh e-mailing each other about how great their conquest was. However, after a while all the CPUs and microchips realised that without us humans around to tell them what to do, things got pretty damn boring. To give themselves a laugh they came up with a violent new racing event. Since there are no humans left they had to train monkeys to race the cars and they named the event SCARS ('Situational Computer Animal Racing Simulation'). What that rubbish means for us is a futuristic racing game over all terrains, with plenty of weapons to shoot the crap out of everyone with. In this competition you will be driving around eight tracks over all manner of environments from wind swept deserts and dense forests to towering cityscapes and frozen icelands. All the tracks moved at silky smooth frame-rates, even with lots of cars on screen. The textures used in all the backgrounds are really detailed so the game never fails to impress visually. Real-time lighting can also be seen in some courses, like on the city track where the street lights illuminate the cars as they scream past. Keeping with the animal theme, the nine cars you get to choose from have different abilities that relate to the particular animal they are based on. The Tiger car for example has exceptional speed but poor armour, the elephant car, however, is not very fast but you'll need a huge amount of fire power to put a dent in it.

After the success of similar weapons-based racers like Mario Kart, Ubi Soft have wisely included a four player simultaneous option. N64 Gamer had a great laugh playing the four player game, as the action is fast, furious and often quite nasty. Original weapons, like the high-voltage electric fences that fry the crap out of anyone too slow to jump over them, proved to be particularly popular. SCARS is a lot of fun and we are eagerly awaiting the chance to get our grubby hands on a finished copy.

Chopper Attack

PUBLISHER: SETA

AVAILABLE: OCTOBER

CATEGORY: 3D SHOOTER

PLAYERS: 1

FANS of the 'Desert Strike' series on the SNES and Megadrive will be pleased to hear that Chopper Attack is making its way to the N64. Originally mentioned in the N64 article 'Games that just don't make it', Chopper Attack was originally named 'Wild Choppers' and wasn't scheduled for release in Australia due to its poor sales in Japan. The game suffered from an overly complex control system and a few other bugs in its gameplay that saw it fail to live up to gamers' expectations in the land of the rising sun. Thankfully, Seta have addressed these problems and the game is now scheduled for an October release in Australia.

Chopper Attack lets you take control of one of eight different helicopters and fly through various military missions.

The game's missions consist of straight out destruction of everything on the map, to rescuing the POW's, protecting aircraft and defending installations on the ground. The first few missions allow the player to become accustomed with the control system and targeting enemies with the game's various weapons. These early missions are quite basic, with a few 'seek and destroy' missions mixed in with an excellent mission where you must protect a jumbo jet from hordes of attacking helicopters and other enemy aircraft.

Thankfully, the game has a huge array of weapons at your disposal. From the standard 20mm cannon with unlimited ammo to sidewinder missiles, heat seeking rockets and high explosive bombs, there are many different ways to blast the crap out of your enemies. Destruction, it seems, is one of the best things about Chopper Attack. Nearly every building on the map can be turned into a pile of smouldering rubble at the tap of a button and it often becomes all too tempting to just flatten everything in sight.

As mentioned, the control method has been given a huge overhaul, with the end result being that Chopper Attack uses a control system similar to that seen in Turok and Goldeneye. The four yellow N64 pad buttons move the aircraft forward, back, left and right while the analogue stick is used to turn the craft in full 360 degree movement. The result is a very playable control system that faithfully recreates real-flight on your N64.

Graphically Chopper Attack has a very smooth frame-rate that has unfortunately come at the price of a bit of fogging in the game's backgrounds. The game's explosions though, are fantastic, which is probably why the N64 Gamer crew spent so much time trashing every building in sight.

Even the game's sound encourages destruction, with great, booming effects for the explosions and satisfying noises for the chaingun and a great rock soundtrack egging you on.



Winback

PUBLISHER: GT INTERACTIVE AVAILABLE: DECEMBER
CATEGORY: ACTION/SHOOTER PLAYERS: 1 - 4

After the phenomenal success of Goldeneye, games companies are hard at work on many similar objective-based 3D shooting games. One of the most impressive efforts currently under production would have to be Koei's Winback. The game puts you in control of a totally original character - you are agent 'Cougar', a top-secret government operative in charge of saving your country from terrorist threats - okay then, maybe it isn't very original but as long as we get to shoot tons of bad guys then we'll all be happy. The U.S. Military have just finished off a high-tech orbiting satellite that has cameras that are so powerful that even from outer space they can zoom in close enough to see whether or not you need to shave. It also packs a laser powerful enough to burn a hole right through the Earth's core and fry your ass from the other side of the globe. The only problem is that a bunch of terrorist types (you know, the ones that wear balaclavas, like to carry machine guns and smell like a wrestler's armpit) have broken into a top-secret military base and now control the super-satellite. U.S. Government officials are getting toasted left right and centre and it's up to you to save the day. This is Koei's first Nintendo game but they have enjoyed a lot of success with war/strategy games in Japan. This might be a bit of an unusual background for an action game but from what we've seen of Winback, it could work out perfectly. Koei are promising that the game will have a complex plot that draws you into the action and enemy characters that will be much more intelligent than ever before. Some of the soldiers will just chase after you if they hear or see you but others operate from a totally different set of guidelines. They have been instructed to remain at their guard post or protect something at all costs. For soldiers like this you will never be able to draw them away from their position, you will have to use stealth tactics and sneak up on them. Otherwise, if they are alerted to your presence you will find it nearly impossible to make your way into areas where the soldiers have hidden behind cover and are ready to shoot as soon as you enter the room (the characters will even overturn tables to hide behind). Winback will have a cinematic feel to it as it will feature a dynamic 3rd person camera perspective that will choose different angles depending on what's happening. As well as the standard abilities like shooting and using items, Cougar will be able to crouch, jump and roll to avoid enemy fire and navigate the 3D worlds. Cougar has a range of weapons including flame throwers, rocket launchers, machine guns, grenades and hand guns (some of the weapons include zooming functions for pinpoint accuracy when you're shooting enemies from long distances).



WCW/NWO Revenge

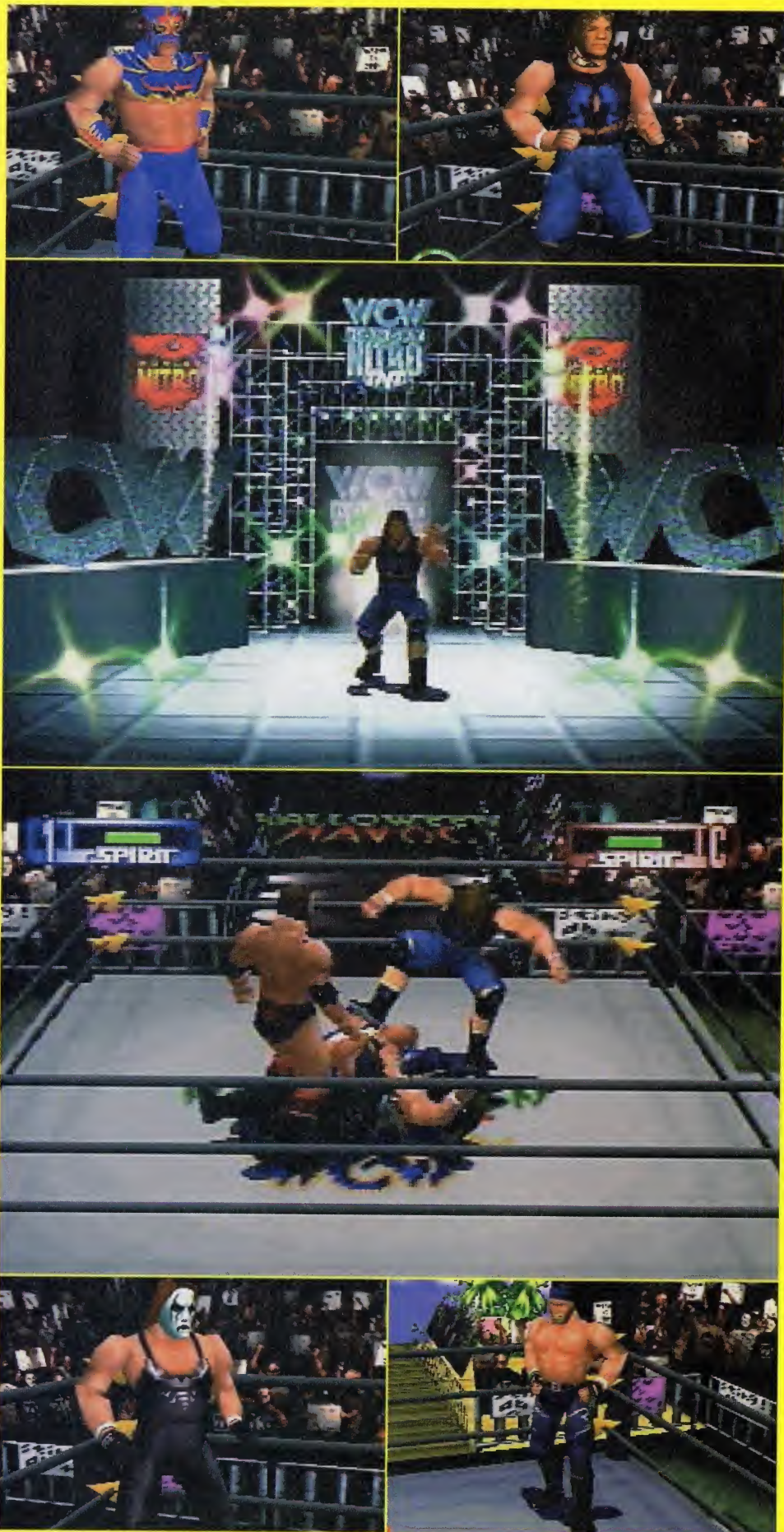
PUBLISHER: **GT INTERACTIVE** AVAILABLE: **OCTOBER**
CATEGORY: **WRESTLING** PLAYERS: **1-4**

Recently knocked off its throne as the best wrestling game on the N64 by WWF Warzone, WCW Vs NWO is about to receive a sequel which promises better graphics, more refined gameplay and plenty of insane wrestling action. In the early version that N64 Gamer saw, the graphics had received a minor, yet good, upgrade. Little problems like collision detection between wrestlers (which often saw two players mould into one when a wrestling hold was performed) had been improved greatly. The characters had improved textures on their faces and bodies and the animation for their special moves seemed quite a bit smoother than the originals. Most notable was the improvement to the game's background graphics. Instead of the blocky, retarded looking crowd evident in WCW Vs NWO, Revenge has a beautiful crowd with excellent looking spectators that have a variety of animations. They seemed to come alive whenever a player was being beaten to a pulp, with a great selection of screams and cheers to accompany their movements.

The cartridge for Revenge is twice the size of the originals and has allowed the programmers to create greater graphic detail in the wrestlers and the ring itself. Apart from that there are now over 80 different wrestlers that are available for selection in the game. Each has their own unique range of special moves and all of the 80 wrestlers come from the game's various wrestling groups like the World Championship Wrestling organisation and the New World Order organisation. Some of these bad dudes include: Kevin Nash, Scott Hall, Sting, Lex Luger, Randy Savage, Curt Henning, Hollywood Hogan, Giant, Scott Norton, Lodi, British Bulldog, and lots more.

The usual range of game modes exist, with a new mode that allows the player to challenge forty of the game's characters in a mammoth World Wrestling Bonanza. The player starts in the ring and takes on all forty wrestlers (one at a time that is!). When a wrestler is defeated another quickly enters the ring and takes over the job of smashing your skull into a pile of dribbling mess. Of course, what would a wrestling game be like without the Battle Royal. Again, four players square off against each other in a ring with little to no rules but winner takes all. If your player gets booted out of the ring just reach in and pull a hapless wrestler out and go to work on the guy's head with a variety of foreign objects.

Speaking of foreign objects, Revenge promises a whole new range of weapons to use. Trashcans, briefcases, chains, lead pipes, tables, chairs and a few other sneaky objects are to be included in the final version of the game and will ensure many hours of cheap and nasty gameplay.





Gex

PUBLISHER: GT INTERACTIVE AVAILABLE: OCTOBER
CATEGORY: 3D PLATFORM PLAYERS: 1

Gex is definitely one of the most enduring mascots to surface for a while. He first made his appearance in a fairly standard 2D platformer on the unsuccessful 3DO console but he somehow managed to avoid becoming extinct like the 3DO, which sunk into the murky depths of console history. He then popped up on the Playstation and Saturn in completely new 3D platform adventures. Now that Gex is preparing to jump to the N64 it's obvious that he's adopting a policy of "I've tried the rest, now I'll try the best". The Nintendo game is quite similar in design to the Playstation version but there are a number of new levels that have been specifically designed for the N64 version. The basic concept of the game is that Gex was watching TV one night when his arch nemesis (a weird looking, bug eyed guy) decided to teach Gex a lesson, so he sucked him through the TV into a weird new dimension that is based on various Hollywood movies. Now Gex has to battle his way through a variety of levels with themes like Indiana Jones, the Titanic and Kung Fu movies. There is a strong emphasis on comedy in Gex. One really amusing scene occurs when Gex is confronted by some aliens and he asks them "have any of you seen Fox Mulder's sister?" In fact, Gex often makes amusing wise cracks as he bounces around the 3D levels. Some of my favourites are his Star Wars cracks: "the Force is strong in this one" or "Obi Wan has taught you well". Another amusing feature about the game is the fact that Gex dresses differently in each level. For example, in the Dinosaur level he wears an animal skin and has a bone through his nose, he puts on a spacesuit for the science fiction levels and in one level he even puts on a pink bunny suit when he is being chased around by Elmer Phudd. Gex has quite a few interesting abilities in this wacky new dimension. He has his trusty tail-whip attack, his tongue can be used to grab onto the edge of platforms (that's gotta hurt) and he can use his sticky feet to cling to walls like Spiderman. Graphically Gex may not be as impressive as Nintendo's Mario or Rare's Banjo-Kazooie but he has a wacky sense of humour and some really cool moves that are bound to provide players with a lot of fun.



Below is a detailed listing of up and coming titles for the Nintendo 64:

TITLE:	CATEGORY	DATE
Crusin' World	Driving	August
NFL QBC '99	American Football	August
Mission Impossible	3D shooter	September
Buck Bumble	3D platform/shoot 'em up	October
Ken Griffey Baseball	Baseball	September
Football	American Football	September
Predator Racing	Driving	October
F-Zero X	3D Racing	October
Bomberman Hero	3D Platform	October
F1 Racing Season '97	Driving	October
Golf 64	Golf	October
Tonic Trouble	3D Platform	October
Turok 2	3D shooter	October
NBA Jam '99	Basketball	October
Rayman 2	Platform	November
Paperboy 64	Driving	November
SCARS	Driving	November
RC Racing	3D Driving	November
Zelda 64	3D platform	November
Rayman 2	3D Platform	November
Donkey Kong Country 64	2D platform	November
Egypte	2D platform	December

TITLE:	PUBLISHER	DATE
4x4 Mud Monsters	(Take 2/GOD/Edge of Reality/Terminal Reality)	driving
Acclaim Sports Soccer	(Acclaim/Probe)	Soccer
Aces of the UN	(Video Systems USA/Paradigm)	Flight sim
Air Racer	(SCGT)	Driving
All-Star Tennis '99	(Ubi Soft/Smart Dog)	Tennis
Army Men 3D	(3DO)	Strategy
Asteroids 64	(Crave/Activision)	3D Shooter
Attack!	(DMA Design)	3D Shooting
Banjo-Toonie	(Rare)	3D Platform
Battlesport II	(Cyclone studios)	Fighting/sports
BattleTanx	(3DO)	3D Shooting
Battlezone 64	(Crave/Activision)	3D Shooter
Bio Tetris	(Amtext)	Puzzle
Blades of Steel '98	(Konami/KCEO)	3D Fighting
Blues Brothers 2000	(Titus)	Action
Bomberman Hero	(Nintendo/Hudson)	3D Platform
Bottom of the Ninth '98	(Konami)	Baseball
Bust-A-Move 3	(Acclaim/Taito)	Puzzle
Caesar's Palace	(Crave/Lobotomy)	Gambling
Carmageddon 64	(Stainless)	DrivingAction
Castlevania 3D	(Konami)	3D Platform
Chameleon Twist 2	(Sunsoft/Japan System Supply)	3D Platform
Charlie's Blast Challenge	(Kemco)	Unknown
Choro Q	(Takara)	Driving
Command and Conquer 3D	(Westwood Studios)	Real Time Strategy
Daikatana	(Ion Storm)	RPG/shooter
Deadly Arts	(Konami)	3D Fighter
Destreger	(Koei)	Unknown
Destruction Derby 64	(Psygnosis)	Driving
DethCarz	(GT Interactive/Beam)	Driving
Dezaemon 3D	(Athena)	Shoot 'em up construction kit!
Dragon Storm	(MGM/Interactive Studios)	RPG
Duck Dodgers in the 3rd 1/2 Dementia	(Infogrames/Paradigm)	3D Platform
Duke: Time to Kill	(GT Interactive/Eurocom)	3D shooter
Earthworm Jim 3D	(Interplay/Vis Interactive)	3D Platform
Emperor of the Jungle	(Nintendo)	3D Platform
Exhumed 64	(Crave/Lobotomy)	3D shooter
Extreme-G 2	(Acclaim/Probe)	Driving
Fi '98	(Psygnosis)	Driving
Fi Driving '98	(Ubi Soft)	Driving
Fighting Force 64	(Eidos/Core)	3D Fighting
Flying Dragon	(Natsume/Culture Brain)	Fighting
Fox Sports College Hoops '99	(Fox Sports/Z-Axis)	Basketball
F-Zero X Expansion Set	(Nintendo) 64DD	Driving
Gauntlet 64	(Midway/Atari)	Arcade action
GEX: Enter the Gecko	(Midway/Crystal Dynamics)	3D Platform
Ghoul's n' Ghosts 64	(Capcom)	3D Platform
Glover	(Hasbro/Interactive Studios)	3D Platform
Groundwave	(Cyclone Studios)	Unknown
GT Racing	(Midway/Boss Game Studios)	Driving
GT World Tour	(Midway/Boss Game Studios)	Driving
Harrier 2000	(Video Systems USA/Paradigm)	Flight Sim
Harvest Moon 64	(Natsume)	Adventure
Hercules: Legendary Journeys	(Titus)	3D Platform
Hybrid Heaven	(Konami)	3D Platform
Hype -- A Time Quest	(Ubisoft/Playmobil)	RPG
International Superstar Soccer '98	(Konami/Major A)	Soccer
In-Fisherman Bass Hunter 64	(Take 2)	Fishing
Jeff Gordon Racing	(ASC Games)	Driving
Jest	(Ocean/Curved Logic)	3D Platform
Jet Force Gemini	(Rare)	3D Platform
Jungle Bots	(Titus/Conceptual Realities)	3D Platform
Kemco Racer	(Microwares/Kemco)	Driving
Kirby 64	(Nintendo)	3D Platform
Knife Edge	(Kemco/Software Creations)	3D Fighting

TITLE:	PUBLISHER	DATE
Last Legion UX	(Mindscape/Hudson)	Mech Fighting
Legend of the River King 64	(Natsume/Pack-In)	Fishing RPG
Lego Racers	(Lego Media/High Voltage)	Driving
Lode Runner 64	(Big Bang)	3D Platform
Looney Tunes: Space Race	(Ocean/Infogrames)	Arcade cartoon action
Madden NFL '99	(EA Sports)	American Football
Magic the Gathering: Armageddon	(Acclaim)	RPG
Mario 64 2	(Nintendo) 64DD	3D Platform
Mario Artist: Picture Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Polygon Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Sound Maker	(Nintendo) 64DD	Art Programme
Mario Artist: Talent Maker	(Nintendo) 64DD	Art Programme
Mega Man 64	(Capcom)	3D Platform
Micro Machines V3	(Midway/Codemasters)	Driving
Milo's Bowl-a-rama	(Crave/Player i)	Unknown
MLB Featuring Ken Griffey, Jr.	(Nintendo)	Baseball
Mortal Kombat 4	(Midway)	3D Fighter
NASCAR '99	(EA Sports)	Driving
NBA Fastbreak 64	(Midway)	Basketball
NBA in the Zone '99	(Konami)	Basketball
NBA Jam '99	(Acclaim/Iguana West)	Basketball
NBA Live '99	(EA Sports)	Basketball
Need for Speed 64	(EA/Paradigm)	Driving
NFL Blitz '98	(Midway)	American Football
NFL Madden '99	(EA Sports)	American Football
NHL '99	(EA Sports)	Hockey
Nightmare Creatures	(Activision/Kalisto)	3D Platform
Nuclear Strike	(THQ/DT Productions)	Arcade flight action
ODT	(Psygnosis)	3D Shooter
Off-Road Challenge	(Midway)	Driving
Perfect Dark	(Nintendo/Rare)	3D Shooter
Pocket Monster snap	(Nintendo) 64DD	Pictures etc.
Powerslide	(Emergent)	Driving
Project Cairo	(Crave Entertainment) 64DD	Unknown
Quake 2	(Midway)	3D shooter
Quest 64	(THQ/Imagineer)	3D Platform
Quest for Camelot	(Titus)	RPG
Rat Attack	(Mindscape/Pure)	Cartoon arcade adventure
Rev Limit	(Seta)	Driving
Re-Volt	(Acclaim/Probe)	Unknown
Road Rash 64	(THQ/DT Productions)	Driving/Action
Roadsters '98	(Titus)	Driving
Robotech: Crystal Dreams	(Gametek)	Mech fighting
Ronaldo Soccer	(Ocean)	Soccer
Rugrats	(THQ)	3D Platform
Rush 2: Extreme Driving	(Midway/Atari Games)	Driving
Shadowgate -- Trial of the Four Towers	(Kemco)	Unknown
Shadow Man	(Acclaim/Iguana UK)	3D Platform/3D shooter
Sim City 64	(Nintendo) 64DD	City construction sim
SimCopter 64	(Maxis)	Flight sim
Smurfs 64	(Infogrames)	3D Platform
Snowspeeder	(Imagineer)	Driving
Soccer 64	(Hudson)	Soccer
South Park	(Acclaim)	Unknown
Space Circus	(Ocean/Infogrames)	3D Platform
Space Station: Silicon Valley	(Take-Two/DMA Design)	3D Platform/Puzzle
Space Bunnies Must Die	(Take 2/Ripcord)	3D Platform
Spooky	(ICE)	3D Platform
StarCraft	(Nintendo/Blizzard)	2D Strategy
Star Soldier -Vanishing Earth	(Hudson)	2D shoot 'em up
Star Wars Prequel Game	(LucasArts)	Unknown
Star Wars: Rogue Squadron	(LucasArts)	Shoot 'em up
Streetfighter 64	(Capcom)	Fighting
Superman: The Animated Series	(Titus)	3D Platform/ fighting
Super Robot Battle	(Bandai/Banpresto)	3D Mech/Fighting
Super Robot Spirits	(Banpresto)	3D Mech/Fighting
Survivor: Day One	(Konami)	Unknown
Tasmanian Express	(Infogrames/Zed Two)	Unknown
Tetris 64	(Nintendo/Blue Planet)	Puzzle
The Sequel to F1 Racing Simulation	(Ubi Soft)	Driving
ToeJam & Earl 64	(TJ&E Productions)	3D Platform
Tonic Trouble	(Ubi Soft)	3D Platform
Top Gear Overdrive	(Kemco/Snowblind)	Driving
Turrican 64	(Factor 5)	2D Platform
Twelve Tales: Conker 64	(Rare)	3D Platform
Twisted Edge Snowboarding	(Midway/Boss)	Snowboarding
UEFA Soccer '98	(Ocean/Power & Magic)	Soccer
Ultra Descent	(Interplay)	Forsaken clone
Unreal	(GT Interactive)	3D shooter
VR 3000	(Ubi Soft/Vivid Image)	Driving
VR Pool 64	(Crave Entertainment)	3D Pool
V-Rally 98 Arcade Championship Edition	(Ocean/Infogrames)	Driving
Waialae Country Club True Golf Classics	(Nintendo/T&E Soft)	Golf
WCW Nitro	(THQ/Inland Productions)	Wrestling
WCW/NWO Revenge	(THQ)	Wrestling
Wild Metal Country	(DMA Design)	3D Tank game
Winback	(Koei)	3D Shooter
WipeOut 64	(Psygnosis)	Driving
World Grand Prix	(Video System/Paradigm)	Driving
Xena: Warrior Princess	(Titus)	3D Platform

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PHOTOGRAPHS BY TIM LEVY

This month the N64 gamer guys dispel the myth that they know nothing about politics.

Steve "You old codger" **O'Leary** — EDITOR

When I was younger I had a career goal of becoming a politician and ensuring that all people were shot at the age of 30. I had the firm belief that at 30 or above everybody was pretty useless, old, silly, and deranged (from personal experience with my parents). Nowadays I'm approaching that golden age myself, so I'll withdraw my political ambitions and just shut my face again...

Favourite games: MK 4, 1080 Snowboarding and WWF Warzone

Robert "You've lost that lovin' feeling" **Garcia** — WRITER

If I got into Parliament the first law that I would introduce would be to outlaw games with a cutsey, lovey dovey feel. I would have the censorship board killed and allow free reign for mindless violence in all videogames. Furthermore, any software company releasing titles that 'spread love, caring and sharing' should be thrown in gaol, where a few friends of mine will show them the true meaning of love...

BTW, even though Steve is not quite 30, he should still be shot NOW!

Favourite games: MK4, The life and death of Yoshi.

Mithra "games 101" **Dennewald** — WRITER

If I was handed the job of dictator, my first move would have to be to add computer gaming skill into the school subjects list. Now think about it for just a sec, gaming teaches us so many absolutely invaluable things. For starters what else teaches you better hand-eye coordination, has such a reward for persistence, or can teach us better problem solving skills? Nothing!! With all we learn from games, there'd be no need for heaps of crap they currently teach at schools!

Favourite games: Banjo Kazooie, Goldeneye

Narayan "Bachelor of Bond" **Pattison** — DEPUTY EDITOR

If I was elected to government I would naturally campaign for computer games. I would set up the necessary funding and organisations so that people could compete against each other in multi player games at national competitions. Imagine being able to win big prize money and get sponsorship deals just for shooting the crap out of people in games like Goldeneye and Quake. I would also campaign for University courses in designing computer games. This would mean we would get better games because more people would be learning the necessary skills. "Vote 1 Computer Games".

Favourite games: Banjo-Kazooie and Goldeneye (Rare rule).

Troy "Kerry Packer" **Gorman** — WRITER

If I was elected, I would like to change the laws regard to television licensing. With only a few licences available, only the mega-rich can afford to buy a television station. Following the rule of mass production, if more licences were available, the price would drop. Pretty soon owning a TV station would be like owning a car. If citizens want to send a radio signal from a backyard tower, let them. Plus, with easy access to broadcasting rights, there is no justification for public television funding. Abolish the ABC. "The Secret World of Alex Mack" is their only good show anyway. Imagine the N64 Gamer TV show, broadcasted live from Redfern station!

Favourite games: Goldeneye, F-Zero, Banjo-kazooie

Sarah "Billy Packer" **Bryant** — ART DIRECTOR

If I had my way, it would law for all the games you are playing right now to become completely solar-powered. You'd get to play all day and stop global warming at the same time, yah! As the law-maker, I'd also introduce the "Kids make the rules" law, so the kids get to say what goes.

Favourite games: Twister, ping-pong and Goldeneye (multiplayer)

GAMES REVIEWED THIS ISSUE:

- 40 *Banjo-Kazooie*
- 48 *Wrecking Balls*
- 52 *Off Road Challenge*
- 56 *Mortal Kombat 4*



IMPORT GAMES REVIEWED:

- 62 *Piazza's Strike Zone*
- 64 *Virtual Chess*



THE REVIEW SYSTEM EXPLAINED

This is probably the most important part of the magazine as here the reviewers tell you the good and bad points about games, hoping to point you in the right direction when buying software. The reviews will be broken into three parts, named graphics, sound, and gameplay. By laying out the reviews this way we hope to make reading them and understanding the key points in the game a lot easier.

At the end of the review there are the three categories where the game will be judged, as well as the final score. Use these categories when comparing games against each other, or when you just want to find out how good the game really is. The final score is a reflection of how good the game is overall, with graphics, gameplay and sound combined. Below are example of the types of game scores you can expect:

GRAPHICS



Does it look good? Is the level design in the game great? Is the game very smooth in its frame rate? Does it make you stand back in awe? This score reflects just how good the visuals in the reviewed game are.

SOUND



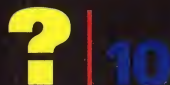
How clear are the effects, music and speech? Does the sound add greatly to the gaming experience? Sound is a important part of any N64 game, and should support the games graphics in providing a realistic gaming experience.

GAMEPLAY



How does the game feel to play? Is it fun? Does it present new ideas in video gaming? Will you still be playing the game in a few weeks? No matter how good a game looks or sounds it won't be much use if it doesn't play well

OVERALL



This is a Overall score and reflects how the game stands with its graphics, gameplay and sound considered. Below is a list of scores and a description of what type of game you can expect given its final mark.

10

The perfect game. Don't expect this score to be awarded too often as the combination of state of the art graphics, sound and gameplay have to be achieved. Mario 64 is a example of a title that does this, and it's aimed at the broad range in age as well, as it's accessible to young and old gamers.

9 | 9.5

A excellent game. This game achieves high levels in all areas, and is well recommended. An essential purchase for fans of the genre.

8 | 8.5

A great game that contains some small faults but these are far outweighed by the overall quality and appeal of the game. Well worth purchasing.

7 | 7.5

A good game with a few faults. It may be one small area of the game that pulls down its overall appeal but it's still recommended to fans of the genre.

6 | 6.5

A average game. This one really has faults that stops it becoming a good fun game. Fans will probably find something of interest here, but be sure to check it out carefully first.

5 | 5.5

A game that just fails in more areas than it achieves. Either its gameplay, graphics, or sound (or worse, all three) are really lacking. This title should really be approached with caution.

4.5 or below

A game that really stinks... Crap. Putrid. Revolting. Lame. Filth. Rubbish. Dung. Rot. Dribble... you get the point. Should generally be avoided.

Banjo-Kazooie

Not even a fully armed SWAT team could keep NARAYAN away from Banjo.



The bear and the bird. Rare sure have gone to a lot of trouble to come up with a great story, and they have succeeded. Rare seem to be getting better and better. Perfect Dark, anyone?

A FEW YEARS AGO when we were all enjoying our Super Nintendos there was a games company called Capcom that was consistently releasing amazing games. Titles like Super Ghouls 'n' Ghosts, Final Fight and Streetfighter 2 earned Capcom a reputation that meant that just seeing their name on

the box was enough to guarantee brilliance. Times change though, and now Rare, after smash hits like Diddy Kong Racing, Blast Corps, and the brilliance of Goldeneye, have established themselves as game designers of incredible skill. Each one of their games was an instant classic that redefined the genre and

inspired plenty of cheap imitations. Banjo-Kazooie is their latest offering and rest assured that it continues Rare's tradition of excellence.

Clever technique

TO SAY BANJO'S graphics are good would be an enormous understatement. They are bloody magnificent! After looking at the graphics for a moment it is obvious that Rare's previous programming experience and the large cartridge size of Banjo-Kazooie (it's 16 mb - twice the size of a game like Mario 64) have been put to good use. Huge areas are rendered with stunning detail, rich colours, and without any sign of fog anywhere. How have Rare managed to create such stunning graphics you ask? Well, by using a clever new graphics technique that always keeps the basic structures of the landscape visible from any distance, with smaller items, like trees and enemies only faded in as you get closer. The fact that the environments



Salt and pepper, bacon and eggs, Banjo and Kazooie!



The game could have done with a few fatalities and some guns



The quest for puzzle pieces. Original? Hardly, but the game has some awesome improvements over Super Mario 64

in Banjo don't suffer from any problems like a disappearing point or fog, means that you are treated to one of the most convincing 3D worlds ever created in any Nintendo game. Perhaps the most impressive feature of the graphics is the textures. They are brilliantly detailed, with rich colours that really create the perfect atmosphere for Banjo's 'cartoonish' world. Each level also has a cool theme to it. In

the first level, for example, you come across a little voodoo village complete with individual straw huts for the villagers, a huge totem pole and naturally, the voodoo doctor's hut which is a giant skull carved out of stone (go inside and you will find the doctor lazing back on his throne which is surrounded by flaming pillars). Another level is set on a desert island, which naturally has a shipwrecked pirate on it. It is so



Yes, this is typical of the kind of detail you'll find in Banjo-Kazooie. Rare certainly have jam-packed the cart full of stuff.

ANIMAL FARM

To help Banjo succeed in some of the trickier tasks, there is a witchdoctor in most levels that transforms him into an animal that is particularly suited to that level's environment.

TERMITE

The first animal the voodoo doctor changes you into is a cool little termite. Transform yourself into this pesky little fellow and you will be able to climb any surface.



CROCODILE

The crocodile can wander around the piranha infested waters without any problems, but he is really useful because he can get into a secret area and challenge another crocodile.



SEAL

The seal has a couple of uses. He can survive in the arctic waters, he can get treasure off a fellow seal and he can even compete against a polar bear in a sleigh race.



PUMPKIN

A jumping Halloween pumpkin has to be one of the strangest characters I've ever seen. You need him so that you are small enough to fit down the s-bend of a toilet.



BUMBLE BEE

This animal is particularly cool because he can fly absolutely anywhere without having to find special platforms. You can use him to fly into a beehive and hang out with other bees.



ALL THE LEVELS



SPIRAL MOUNTAIN

This level is based around the grassy plains around your own house. As you explore the level the Mole pops up at various points and teaches you all your basic moves. It may not have many enemies but it sure looks great.



MUMBO'S MOUNTAIN

The first level is probably the most impressive in the game. You'll come across tons of cool things like a Voodoo village, an enormous ant hill, a gorilla that stands on top of a tree lobbing oranges at you and even a huge bull that tries to kill you.



TREASURE TROVE CAVE.

The third level is a desert island with a wrecked pirate ship and a lighthouse on top of a huge mountain. A giant shellfish guarding the beach, a killer shark and a treasure hunt are a few of the things you can expect in this level.



CLANKER'S CAVERN

Instead of the nice locations of the first few levels, you dive into a slimey sewer to do battle with a giant metal fish in this level. You also have to watch out for freaky monsters that jump out of sewer grates and try to swallow you whole.



BUBBLE GUMP SWAMP

This is a rather nasty little swamp that is covered by piranah infested waters that you can't walk through without special boots unless you want to come out without any feet left. Look for a guest appearance by Tip-Tup from Diddy Kong in this level.



FREEZY PEAK

A snowy Christmas is the theme in this level. You have to do things like: protect little ornament lights as they try to get to their Christmas tree, find presents for some children and even compete in sleigh races with a polar bear.



GOBI'S VALLEY

Banjo visits the ancient pyramids in this desert level. You have to steal treasure from a pharaoh's tomb as you try to avoid his death traps. You can also expect to charm snakes in baskets, free a dying camel and even unblock the Sphinx's nose.



MAD MONSTER MANSION

A haunted graveyard is the setting for this level. All manner of ghouls and ghosts will attack you in this freaky place. You also have to sneak up and steal a puzzle piece without waking a sleeping ghost and follow a floating hand's tunes on an organ.



RUSTY BUCKET BAY

In this level you get to explore an abandoned shipyard. Poisonous water and the fast moving machinery parts will make your exploration more dangerous. Saving a dolphin trapped under the ship's anchor is one of the cool things you get to do in this level.

LEVELS



CLICK CLOCK WOOD

This level has four separate areas in it that each represent a different season that has different effects. There is a giant bee's hive that is vacant in winter but as you progress through the seasons it becomes covered in killer bees.



GRUNTY'S FURNACE FUN

This level turns out to be a wacky game show-type event. You must make your way across the platforms by stepping across new tiles. Each new tile is a new task to complete. It's one really tough level.



THE FINAL BATTLE

Even tougher though, is the battle with Grunty at the game's end. She puts up one hell of a fight, swooping down on you, shooting huge balls of fire at you and using every magical spell in her book. It took us over 4 hours to beat the old bag - man that's tough!



Sometimes the field of vision is amazing. You can see for miles and miles, and it all looks bloody amazing!

cool to be wandering around the island and see the wrecked ship lying on the beach, half covered by sand. You can even explore the inside of the ship by diving into the water and swimming through a hole in the hull. Part of the brilliance of Banjo-Kazooie is that you'll never find an end to the surprises that the game has in store in the design of each of its worlds. What looks like a small hole in the ground could be the entrance to a massive underground world, with tunnels, caverns and amazing scenery. In one world you can change into a bumblebee and then fly into a small bee hive to find a huge amazing level inside! In another, you get to fight a huge sand crab, and once you've beaten him you can climb inside his shell to discover yet another large 3D world to explore.

As well as extremely large 3D worlds to explore, Banjo is packed with gob-smacking impressive scenery. One example that springs to mind is the sewer level where you are swim-

ming through murky tunnels when all of-a sudden you come face-to-face with a metal shark so enormous that any one of his teeth would be bigger than Banjo himself (yes, there's another huge world inside of him as well). Another amazing scene occurs when you are wandering around a deserted mansion when a freaky looking monster bursts out of one of the paintings on the wall and tries to bite you in half.

The attention to graphic detail in Banjo will also amaze you. One world, named Click Clock Wood, has the option of entering it in four different seasons. Autumn has leaves constantly falling from the massive trees that tower above the wood's floor. Summer has lovely golden grass, leafless trees and swarms of bees out looking for honey. Winter sees all the wood's rivers iced over (the effect looks amazing), huge snowmen who throw large globs of snow, and a constant sleet of falling snow that covers the whole level. Each season also provides its



Each character is fully 3D and beautifully constructed.



Everything, from the water to the grass, is drawn beautifully

ALL THE MOVES FOR BANJO-KAZOOIE



PUNCH ATTACK

Pressing the B button repeatedly while Banjo is standing still or walking slowly results in a killer combo of three punches that will deck any enemy.



ROLL ATTACK

If you press the B button while Banjo is running, Banjo does a somersault roll straight at enemies. This is probably Banjo's best attack because of its excellent range.



FLYING BEAK ATTACK

Hitting the B button when Banjo is jumping makes Kazooie stick his head out of the backpack and peck the crap out of anything in range.



BEAKY BARGE

This move is performed by holding the trigger and pressing the B button. It makes the pair do a shoulder barge towards enemies (Kazooie's beak can break through practically anything).



LONG JUMP

Banjo is able to extend his normal jump by an extra press of the A button. This makes Kazooie stick his wings out of the backpack and fly along for a second.



HIGH JUMP

Holding the trigger and pressing the A button makes Kazooie use his wings to perform a powerful lift that sends Banjo flying up in the air so he can reach high platforms.



SWIMMING

Banjo can swim underwater by kicking but the surprising thing is that Kazooie can stick her wings out to push him through the water even faster.



BEAK DIVE

Hitting the trigger while Banjo is jumping results in a very nasty dive bomb attack where they both come pounding down on enemies with the point of Kazooie's beak.



KAZOOIE CLIMB

Like Mario, Banjo can't climb steep slopes. Luckily for him, Kazooie can stick her legs out and run up even the steepest mountain (plus she's faster).



EGG SHOOTING

You can find eggs scattered around which Kazooie can spit out at enemies. There's even a really painful looking move where Kazooie shoots them from behind.



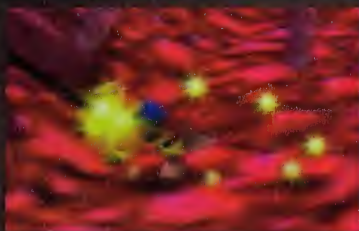
FLYING

There are special platforms lying around which Kazooie can use to launch off into the air. You can also use feathers to climb higher so that you can fly anywhere.



KAZOOIE SUPER JUMP

By using similar platforms Kazooie can summon up super strength to pull off huge jumps that allow the pair to reach great heights.



WING PROTECTION

By using gold feathers Kazooie can wrap his wings around Banjo so that they become totally invulnerable. Use it wisely though, because there aren't many gold feathers.



GUM BOOTS

You can find pairs of these lying around the swamp area. By putting these boots on the team can safely walk through the piranah infested swamps.



FLYING BEAK DIVE

After finding a flying platform, by pressing the B button they can pull off a Kamakazi dive attack that sends them screaming beak-first into their enemies.



SPEED BOOTS

When you see white boots that look a lot like Nike sneakers, you can put them on and for a brief period you can run faster than Carl Lewis.

own unique set of perils and dangers, as some of the wood's summer animals, like the ferocious bears and huge bulls, are dormant in the winter: but the iced rivers with freezing cold waters below and giant crazed snowmen are a constant source of danger.

Smaller details, like the excellent lighting effect which darkens and lightens the whole screen in the lava level, the gloomy layer of mist that constantly hovers above the ground in the cemetery level, and the small ripples of water that Banjo creates whenever he runs or swims through water, are simply amazing and make up one hell of an impressive graphical experience.

The Dynamic Duo

ANYONE THAT HAS PLAYED Mario 64 will feel right at home with Banjo. The control for Banjo is just as responsive and smooth as Nintendo's famous plumber. Banjo has many moves similar to Mario's, but because he has his friend Kazooie to help him, the pair can perform a huge amount of tag team moves. If Banjo comes across a slope that is too steep for him, then Kazooie (a bird that lives in his backpack) can stick her long legs out and the pair can climb the slope with ease. Similarly, Kazooie comes in handy for other things like using her wings to enable the pair to stay in the air longer for jumps, and she can even use her wings to briefly protect Banjo from enemies. You really will be amazed by all the cool stunts you will be able to do with the pair. As if this wasn't enough, Rare have included the ability to change into different animals throughout the game. Transforming into other characters is essential because there are often parts of levels that you just can't access as Banjo. The first level, for example, has a huge ant hill that neither Banjo nor Kazooie can climb up. Change into the Termite and you will discover a whole new area inside filled with other termites that you must defeat.

It must be said that the basic structure of the game is very similar to Mario's. The aim in Banjo is to complete specific tasks in each level so that you can get golden puzzle pieces that you use to open up the next level. While this idea might not be as original as it was when Mario 64 was released, it is still a hell of a lot of fun. Unfortunately, the way the worlds are linked together can become quite confusing, and it's not uncommon to be at a stage where you have no idea where you're supposed to go next.

On the plus side, is that many of each level's puzzle pieces are obtained by performing special tasks, rather than just getting to some place up high or out of the way, like in Mario 64. Some of the tasks you will find your-



Jump into the spout on the top of his head and you'll enter a whole new level (inside his guts). Exploring is great fun!



A porker on a jet-ski. I'll take the babe and her melons, thanks



Banjo Vs 10 tonne sand crab. Oh, I can't bear to watch...

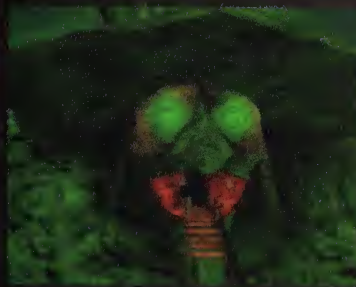
self doing are undeniably cool. One of my favourites is in the swamp level where you discover a giant turtle who complains his feet are so cold that they have gone numb. If you stomp on his feet then he pulls them inside his shell where they will be warm (I guess the idiot didn't have the brain power to pull them in by himself!). After you've done this, he gives you a puzzle piece as a reward and disappears into his shell. You can then follow him into his shell where you will discover that inside there is a whole choir made up of little turtles that are practicing their singing, with Tip Tüp from Diddy Kong Racing as their conductor. They sing out a tune and you must stomp on their heads in the same order that they sang the tune to get another puzzle piece. Another excellent example of this is on the desert level where you are locked into a tomb. Here you must butt-stomp on the floor tiles to uncover different pictures, then match them up before a timer runs out and you're crushed by the ceiling. Although simple, these mini-games are great fun and fit

in well with the rest of the game's exploration theme, stopping the game from ever becoming boring.

Dr. Doolittle, eat your heart out

THE SOUND IN BANJO adds a lot to the atmosphere because the game is filled with cartoon characters that carry on amusing conversations with each other. Instead of wasting half of the cartridge on recorded voices, Rare has cleverly given each character an individual bunch of animal sounds to make during conversations. The result is often hilarious. The pirate hippopotamus for example, sounds like someone who's drunk a few litres of Coke and is trying to burp out the national anthem, while the text of the conversation runs along the bottom of the screen. What makes it even funnier is that Rare have actually bothered to hire someone to write a decent script. The countless insults that Kazooie throws around were particularly popular in the office and raised many chuckles at the N64 Gamer office. The music also deserves a special mention.

TELL ME A STORY YOU OLD WITCH!



Gruntilda lives in a cave inside this mountain. She spends a lot of her time looking for the fountain of youth



One day, while making another putrid brew, she discovers that her face looks a lot like spew!



This guy is a friend of Banjo, and was turned into a mole by one of Gruntilda's wicked spells.



Mole warns Tooty (Banjo's sister) that Gruntilda is jealous of her beauty and plans to capture her.



Before Tooty can get Banjo's help, she is kidnapped by Gruntilda. Kazooie tries to wake Banjo.



Gruntilda's sidekick places Tooty in a machine that will all of Tooty's beautiful looks out of her.



Gruntilda looks like a real babe now. If it wasn't for her green skin she could try out for a job on Baywatch



Poor Tooty comes out of the machine looking like a fat ape - unless you can save her, that is...

SOME OF THE CHARACTERS IN BANJO-KAZOOIE



JINXY

This guy guards the entrance to the pyramids. You have to beat him in order to get inside



CLANKER

This giant steel fish is Gruntilda's garbage disposal unit. He'll gobble Banjo up in a split second!



KING KONG

This guy hangs around the top of a tree chucking oranges down on Banjo. What a meathead!



NAPPER

This guy's a huge ghost who has a hidden puzzle piece. You have to sneak up on him when he's asleep



CAPTAIN BLUBBER

This guy must be a pretty crappy pirate, as you find him balling his eyes out!



MOLE

He helps Banjo in his quest by telling him new moves in each stage. Be sure to find him!



GOOD WITCH

This is Gruntilda's sister. She is only too happy to tell you about her sister's filthy habits.



TIP TUP

He was one of the best characters in Diddy Kong Racing, so it's good to see him in this game.



What use would Gruntz have for a carrot your size?



I'm going bear-back riding on that camel!



Some inside sections are absolutely enormous!

Banjo has his main theme that differs depending upon what level he is at in the game. For example, in Treasure Trove Cave, the theme music is played with a harmonica-sounding instrument, which gives the level a pirate-type feel. In Mad Monster Mansion, Banjo's theme is played by a church organ-like instrument, giving the game a spooky, Ghouls 'n' Ghosts-type theme. Even inside each world the music changes gradually, like introducing the sound of Hawaiian metal drums when Banjo is around a huge palm tree section in Treasure Trove Cave, then fading them out and introducing a pirate flute sound when Banjo nears the pirate ship itself. The overall effect is brilliant, and means that it's hard to get bored with any of the game's music (even though it's often mind-numbingly cute).



Even the finer details, like these bees, never cease to amaze

Despite Banjo-Kazooie's brilliance, a couple of minor problems do arise with the game after you've got a fair way through it. The difficulty level of Banjo-Kazooie seems to take a massive jump upwards after a few levels, and the control of the main characters isn't quite as polished and playable as Mario is in Mario 64. In swimming sections, for example, the control is a bit annoying when you are trying to navigate through tight spots, and the game's often unflexible camera angles do really get on your nerves. However, these problems are pretty minor and don't stop Banjo from being great fun.

In case you haven't already guessed, Banjo-Kazooie is a phenomenal game that is typical of the sort of quality we have come to expect from Rare. The graphics are outstanding and the gameplay is easy to get into, and has enough lasting challenge to satisfy even the hardest games players. Even gamers that would normally steer clear of cute platform games should check it out. Considering that it is selling for the Bargain price of \$79.95, anyone that doesn't grab a copy needs to get their heads checked as they have probably left their brain behind at the last annual meeting of the Buttthead's Society.

SECOND OPINION

Rare have done it again. They have taken what appears to be exactly the same type of game as Mario 64 and added many improvements, much like they did with Diddy Kong Racing over Mario Kart 64, along with a bloody interesting story that makes Banjo-Kazooie a terrific game in its own right. The worlds are large, interesting, and give countless sections to explore. The mini-games they have included as ways of awarding puzzle pieces are varied and always enjoyable, which adds a great deal of longevity to the game.

No doubt the big question on all your minds is - is Banjo-Kazooie a better game than Mario 64? If you're after a straight answer then it would have to be no. Banjo makes a huge num-

ber of improvements to the 3D platform game that see it soar way above Mario in many respects. Nicer textures and greater detail are just some of the most visible improvements. Mario though, has more worlds, better design in these worlds (levels in Mario actually made me stand back and gasp, much more so than Banjo's) and the little fat plumber controls just that little bit better than the chubby bear and his sidekick buzzard. Also, there's just something really special about Mario that seems missing from Banjo - character, style - it's quite hard to put a finger on it.

Still, Banjo is an awesome game that comes highly recommended. -Steve



THUMBS UP

- Incredible graphics that look better than most cartoons.
- Really enjoyable tasks to complete in each level mean that playing is great fun.
- As usual Rare have provided a very large, challenging game that will keep you busy for weeks.

THUMBS DOWN

- You'll probably fail your subjects at school because of spending too much time on this game.
- After finishing this we'll probably have to wait another six months for Rare's next game.



PUBLISHER: NINTENDO

DEVELOPER: RARE

GENRE: 3D PLATFORM

RELEASE: NOW

PRICE: \$79.95

RATING: G

PLAYERS: 1

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: IN CART

GRAPHICS



SOUND



GAMEPLAY



OVERALL

9 | 10

Iggy's **Wreckin'Balls**

Since Mithra's such an oddball, he leapt at the chance to review Iggy's Wreckin' Balls



Make sure you steer clear of cry-babies like this, their wail is truly ear splitting!

What, you might ask, are a bunch of obnoxious but highly animated rubber balls doing in a racing game? They're making it one of the most original titles to appear on the N64 all year, that's what. Iggy's Wreckin' Balls is a racing game that has combined the racing genre with elements of

both the platform and action genres. You must guide your favourite wreckin' ball through a maze of jumps, obstacles, baddies and other well armed racers as quickly as you can to be the first to finish the course. But along the way you must also keep an eye out for short-cuts, as the obvious path is often the slowest!

Whacky racing galore..

Iggy's Wreckin' Balls is a fast, frantic action racer where you need lightning quick reflexes to survive. The levels, (all 100+ of them) are made up of tracks and platforms suspended in mid-air, with assorted extras like fans, spring loaded discs and teleporters to launch you around the levels. There's even soap-bubble guns that capture you and float you up to other platforms. To help you make the required leaps in each level you've been given a grappling hook that'll have you swinging around like spiderman in no time. You can also use this grappling hook to grab other players and slam them into the ground so hard they'll see stars for a week. There's also a heap of power-ups scattered about the levels for you to collect and blast everyone with. They range from the usual bombs, projectile weapons and invulnerability to the more exotic ones like player control reversals where everyone else goes in the



Look out for the free turbo you get from these travelators.



Good luck trying to climb through this armoured platform!!



Speed is the key in battle mode, stop and you're dead!



Make sure to leap up as quickly as possible!



You're going down, you yellow bellied freak!

opposite direction to the way they move their control stick. As you'd expect, there's also the usual turbo's to be used throughout the race, but the twist here is that they are sometimes refilled, allowing you to use them all over again. These all make for some very intense racing, but unfortunately it can get very annoying when you've been smashed and you can't even see what hit you. I must admit though, it always brings a smile to my face when I throw someone off the top level so they have to climb all the way up again.

The main problem with Wreckin' Balls is that it can be extremely frustrating at times. There are occasions where you'll be in the lead and suddenly it seems the world turns against you, with the computer players slamming you before you can possibly react and even the platforms themselves shifting about to defeat you (as they often move back and forwards while you're trying to jump).

There are 17 wreckin' balls to choose from and each has slightly different racing character-

BALL CONTROL:



There's heaps of ways to move around in Iggy's Wreckin' Balls, but here's a peek at a few of them: To extend your jumps you can sprout some wings and flap them a bit for a little lift.

There'll be many times when you're surrounded by enemies in battle mode, so a trick you can use to stay out of harms way is to flatten yourself into a pancake.



The main way you climb up the platforms is by shooting your grappling hook into the roof above you and climbing up after it.

If you want to save heaps of time and effort while climbing, then look out for these spring loaded pinball launchers. they can be used to bounce right past large parts of the level.

If you're getting a bit tired then you could always catch a lift with a friendly helping hand.

A nice feature of Iggy's Wreckin' Balls in two player mode is the option to use either a vertical split screen format or a horizontal split screen format. This is very useful as in planning your path in some levels you need to see what's above you, while in others, you need to see further in front.





You really feel like you're trapped in a maze when all the platforms are armoured like these ones.



You can only climb up on the striped section here.

istics, although only 8 are selectable to begin with. The game modes that you are presented with are championship racing, time trial, battle and custom circuit modes, with all but the time trial mode allowing four player simultaneous action. When you're playing in the two player mode you also have the choice of vertical or horizontal split screen, which is a big help as some levels you are mainly climbing, while in others you are simply racing along flat ground a lot of the time, so a different view always helps.

Damn levels all look the same...

The levels are fairly simple, being made up of floating platforms, with a bit-mapped background (skies, water... All the usual crap), but the lack of detail allows the game to run at a nice smooth frame-rate. Even in 4 player mode the frame-rate is still pretty good, which is a bonus. This has been achieved partially at the expense of the disappearing point, as the fogging distance could be better in some sections. Although the levels are reasonably well done,

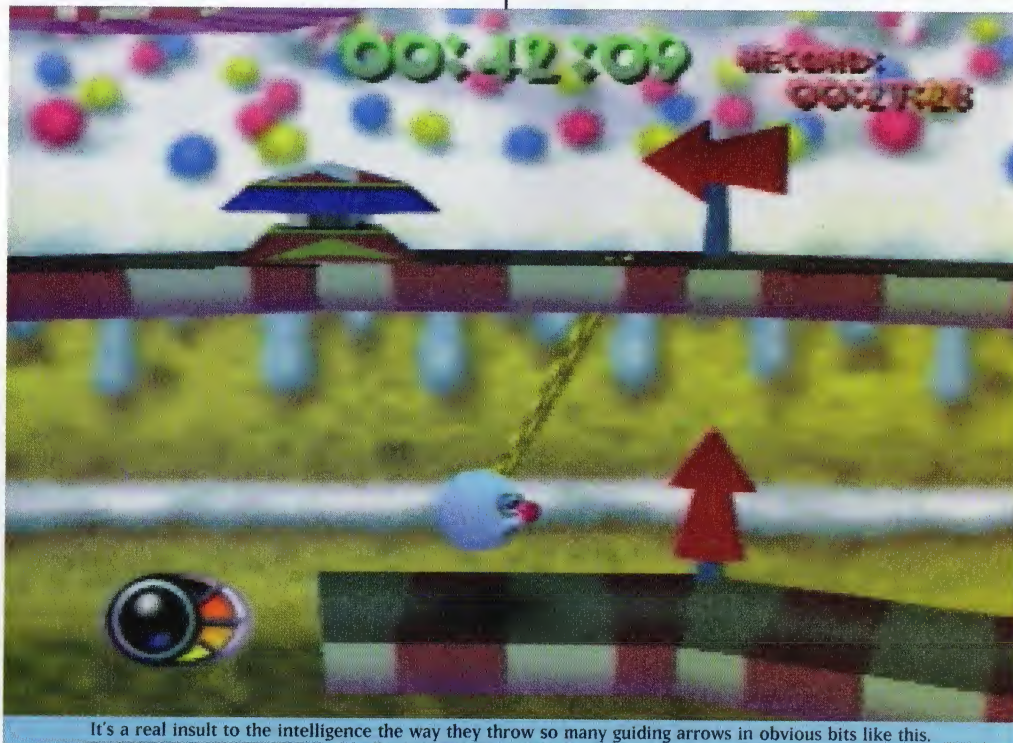
they get visually boring before too long as there is not much variation in the track design. The animations of the balls looks great, with moves like the flying jump, where you extend and flap stubby little wings, looking very well animated and cool. It's safe to say, there's never been better looking rubber balls on the N64!

Even though you're given a selection of views to choose from, it still felt like you couldn't get far enough away to be able to see the upcoming sections of the level in time to plan your route. When you're climbing up the platforms, other platforms in the level often get between you and the camera. But this has been accounted for, as they turn transparent when they get in the way. Unfortunately though, due to the fast pace of the game, they do not turn transparent fast enough, as they still obstruct your view sometimes.

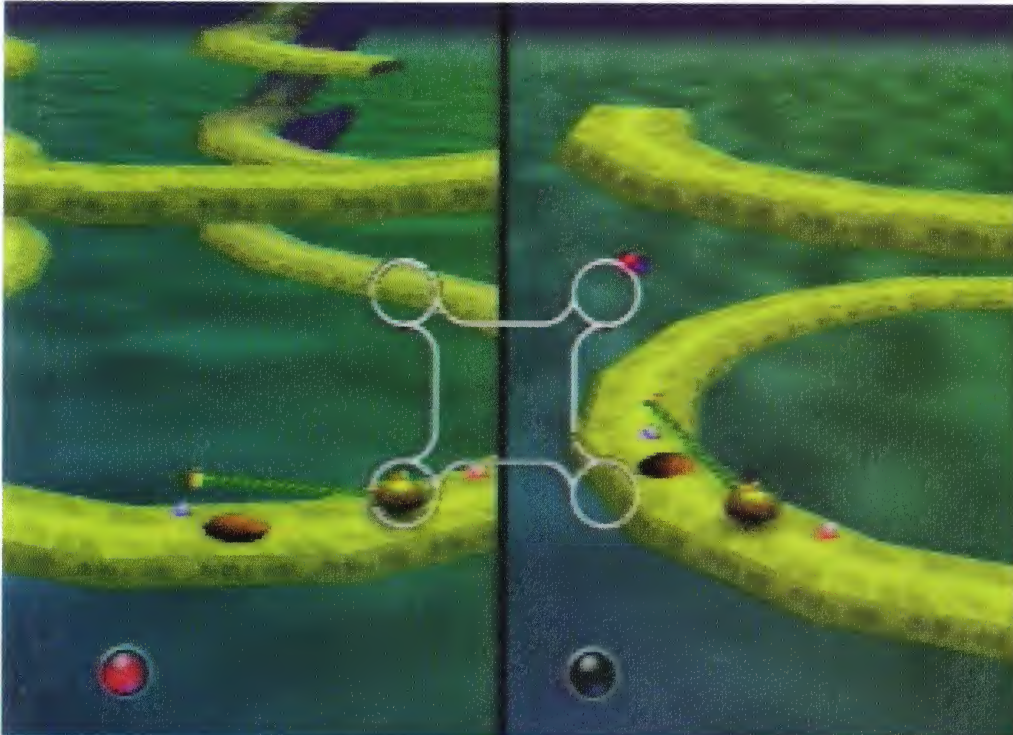
Anyone for sound bites?

The character voices are well done, with each character letting fly various comments when they're hit or when they finish the race. My favourite is the little yellow doll that wanders around the levels crying it's eyes out. The doll just seems so weird. The explosions and collisions are satisfyingly loud and booming, giving you considerable satisfaction. The music in Iggy's Wreckin' Balls is also quite good with heaps of techno tracks on offer. They actually avoid becoming too repetitive, unlike many other games.

Iggy's Wreckin' Balls will not fail to make an impression on you. You'll either love it or hate it, as there's no way to play this game without coming to a strong opinion. It is a very original game that is well done in most areas, but it does fall down in a few places such as the way the difficulty is introduced. Instead of getting hard, but still fair, it feels like the computer players just get cheap, reacting far faster than a person could. A plus though, is the 4 player action at a decent frame-rate, which gives this game a lot more replay value. Put this all together and you have a good game that is a refreshing change from the norm, but its original, slightly weird, gameplay may not be to everyone's liking.



It's a real insult to the intelligence the way they throw so many guiding arrows in obvious bits like this.



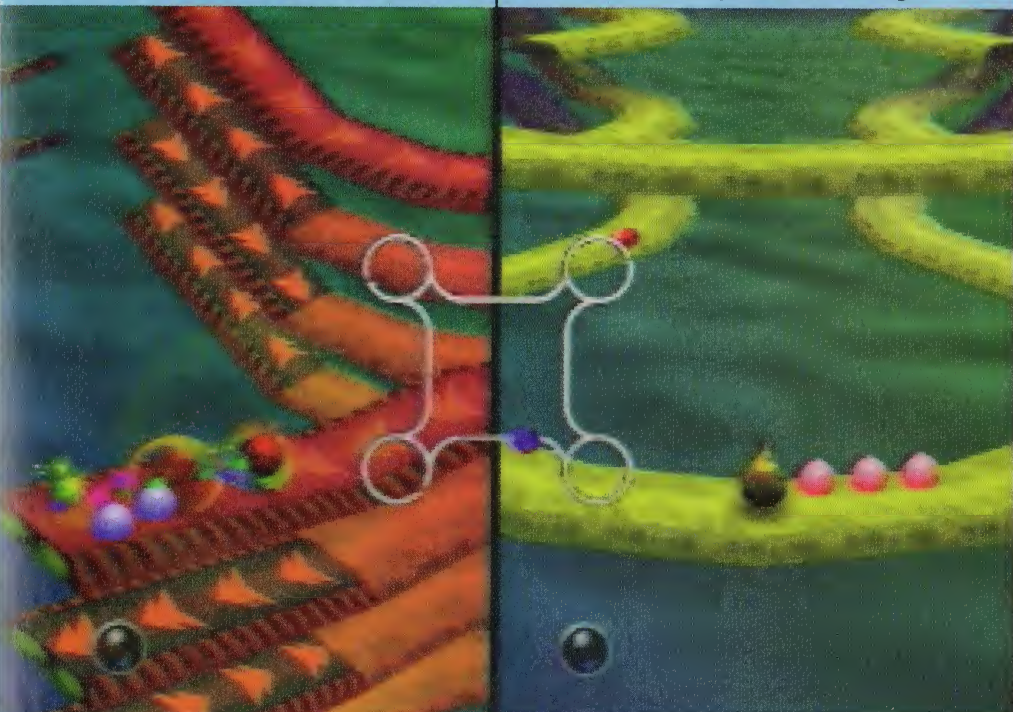
The lack of variety in the tracks means they always end up looking very dull after a while.



You spend a lot of time getting shot around each course



Just make sure you don't fall off though.



Even in two player mode, Wreckin' Balls still manages a nice smooth frame rate.

SECOND OPINION

I first looked at this game a few months ago and can remember sitting back and wondering what the hell it was that saw. Original is the best word to describe Wrecking Balls, but unfortunately, originality doesn't always pay off. As Mithra said, you'll either love or hate this game, as it has some merits in its gameplay, but the game can sure be damn annoying. For me, the sense of reward just wasn't there, and that (IMO) is one of the most important thing in games that present a challenge, like Wrecking balls. It's not your ordinary racing game, that's for sure, so be sure to test drive this baby before buying. **Steve**



THUMBS UP

- Fast and hectic action keeps you on your toes
- nice, smooth visuals
- Good fun in multiplayer mode

THUMBS DOWN

- Not your average racing game
- gets a tad boring pretty quick
- single player game is a lonely experience



PUBLISHER: **ACCLAIM**

DEVELOPER: **IGUANA**

GENRE: **RACING**

RELEASE: **AUGUST**

PRICE: **\$99.95**

RATING: **G**

PLAYERS: **1-4**

RUMBLE PACK SUPPORT: **YES**

SAVE GAME SUPPORT: **MEM PAK**

GRAPHICS



SOUND



GAMEPLAY



OVERALL

6.5 | **10**

Off Road Challenge

Being a huge fan of Super Off Road, Troy Gorman grabbed the wheel....

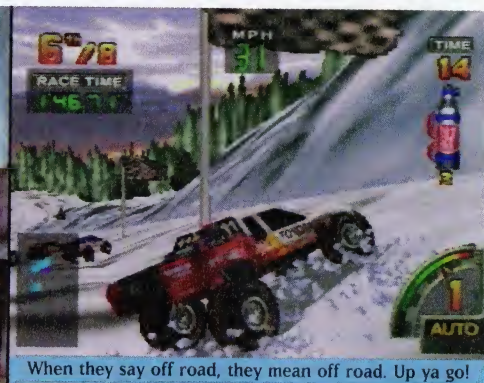


The change to race huge off road vehicles and smash everything in sight. Sounds too good to be true? It is...

Ivan "Ironman" Stewart's Super Off Road was a three player, single screen arcade game which was converted onto the Megadrive and Super Nintendo. For the sequel, the single-screen, overhead style of the original has been tossed in the rubbish bin in favour of flashy (or not so flashy) new 3D graphics. Super Off Road stood out from other 16-bit racers because of its original style and gameplay. Does this 'retuned' sequel have what it takes to compete in the N64's already over-crowded racing category? Let's find out!

"I got the power"

Apart from the similarity between the title screens and the fact that the graphics haven't improved much, there isn't much in common between the two games. Midway have opted for a similar graphical style to their earlier effort - Cruisin' USA. The backgrounds are made up of a lot of flat, single-sided textures of things like plants and rocks. Unfortunately, this means the game looks similar to the old sprite based racing games like Outrun. The end result is that the graphics are bad enough that this



When they say off road, they mean off road. Up ya go!

could be mistaken for a Playstation game. The frame-rate is pretty choppy, which makes the backgrounds bounce forward and the truck jerk around unconvincingly. This gets worse in the two player mode where the frame rate is truly chuggerific. The trees beside the tracks look like cardboard cutouts, waiting to be used in a school play. The sky, available in three fantastic flavours, looks much more like something you would see in Wendy's ice cream shop than a realistic racing game. There are nine tracks, but since most of them are desert roads, it looks like only four different tracks were made. Midway then decided that it would be easier to make the rest of the tracks by cutting and pasting parts of the backgrounds from the first tracks. It's easy to see where Midway got their name because they get 'mid-way' through programming a game when they decide it's good enough for release. The section in Ol' South where the track splits and rejoins is repeated seven times. The best bit of graphics is in Vegas. While racing through the Air Force base, fighter planes overhead shoot down a UFO which crashes to the side of the track. Although most of the game takes place in lovely shades of brown, there are some areas that make attempts at variety. Ol' South has you bashing down trees while racing through fields and over streams and El Paso has you cutting



Some tracks, like this snow course, look really nice in static screen shots. As soon as you hit the pause button though, the frame rate starts a chuggin'.



Unfortunately, the road kill from the arcade was left out of the N64 version. No sheep and stuff crossin' this road!



Off road racing. Smash them off the road, you mean!



Damn some off road cars are ugly.

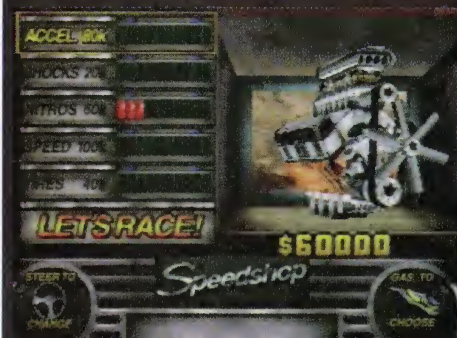
across a graveyard dodging headstones. After seeing the snow in 1080 Snowboarding, Pike's Peak's snowy landscapes just looks like a white road. Graphically Off Road Challenger never fails to disappoint. This game definitely doesn't take advantage of any of the N64's graphical abilities.

Lots of bouncing thrills

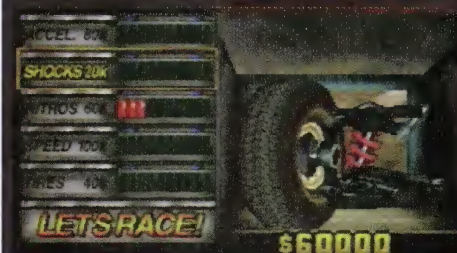
Off Road's gameplay conforms to the standard formula. There are six tracks in each circuit. For the first circuit you must place fourth or better to continue. The same six tracks are repeated but you must finish higher each time until you get to the Master Circuit where placing first in every race is essential. Prize money is awarded according to how well you race, with \$100,000 for first, down to \$40,000 for fourth. Prize money can be spent in the Speed Shop to improve the capabilities of your truck. In 'Just Play' mode you can choose any of the

six tracks to practise on, as well as three secret tracks which aren't in the standard circuit. Of the secret tracks, El Cajong is the only one with anything new. The secret tracks are mostly pieces of the other tracks patched together in a different order. The two player mode is the same as Just Play mode, but instead of racing computer opponents it's a one on one race. Prize money is awarded to first place only. This means that the more races you win, the more races you win, because the winner is constantly improving their truck which makes it easier to win, which gives them more money to improve their truck. This means the competition between players becomes one sided very quickly. On the truck selection screen there are three trucks and an off road buggy to choose from. Although the format is dull and the graphics are less than spectacular there is some good gameplay in the single player races. The handling of the trucks is responsive enough that you will be

SPEED SHOP



Accelerator 80k - increases your acceleration rate



Shocks 20k - uneven tracks slow you down less



Nitro 60k - short turbo boost



Speed 100k - increases top speed



Tires 40k - allows you to take corners tighter and faster

TRUCKS



Baja Buggy - The lightest and quickest vehicle. Good for the smoother tracks.



Class 8 Mini-Metal - Average all around. Good for beginners.



Toyota Trophy Truck - Quick but heavy enough to not get knocked around.



Class 10 Heavy-Metal - Heaviest standard truck. Crap all round.



Toyota 4x4 Monster - Heavy, slow and handles like a shopping trolley.



The Crusher - The biggest, heaviest truck. Useless but fun.



Thunderbolt - The best combination of speed, handling and power.



The Punisher - The second best vehicle but looks the coolest.



Hey Homer, is that a tractor in the air. Shut up, boy!

able to easily pull off impressive powerslides around the corners. Midway have also taken the time to make sure that the different trucks handle the terrain differently. The smaller trucks are thrown around much more by the uneven ground. Whereas, the heavy trucks are more stable but they cannot corner very well. The computer controlled trucks offer tough competition and the fact that they occasionally spin off into the bushes on tight corners means that they don't look like lifeless drones speeding around the courses as if they were on rails. Short-cuts in racing games are a cool way to cut in front of the competition and I would love to talk about Off Road's short-cuts. But since there aren't any, I won't.

Turn it down

The mostly-rock soundtrack suits the visuals of trucks bouncing over uneven tracks and sliding around corners, but the sound quality is poor. The music sounds like someone has put a pillow over the radio. The same applies to the commentator's speech. It's all muffled and difficult to understand. What I think he's saying has more to do with my own perverted sense of humour than anything to do with four wheel driving. The best feature of the music is the ability to turn it off while keeping the sound effects. Although the music and speech are standard, the effects are quite good and, when coupled with the rumble pak, really add to the feel of off roading.

Off Road Challenge is an average racer but there is some fun in this game. The two player mode may add little to the game, but crank up the difficulty in the single player game and there's a challenging game to be had. Serious racers, like SF Rush and Lamborghini are better games, but if you prefer sliding through the dirt in a truck to racing a nancy-boy sports car through the streets, this might be worth a look.



7th out of 8 in the race... You can tell I really suck at this game. Then again, the game really sux as well!



Even in two player mode the game really fails to be really enjoyable. This is mostly due to the poor frame-rate.



My uncle Jessie drives a car like this. He lives in the country with his wife (who's also his sister) and raises pigs for a livin'.

SECOND OPINION

A few minutes play was all that was needed to pretty much kill all my interest in this game. It's hard to believe, but *Crusin' USA* comes off as worse looking and playing game than *Crusin' USA*, and that's saying something. As a rental it's a good laugh for a few friends over a weekend, but seriously consider a brain transplant before you buy this game.

Robert Garcia



THUMBS UP

- Reasonable tunes that make the game bearable
- 8 different cars and the ability to improve your car's performance

THUMBS DOWN

- The frame rate really stutters at times
- The graphic detail is sadly lacking in many of the game's stages
- Quite frankly, it's boring.



PUBLISHER: MIDWAY

DEVELOPER: GT INTERACTIVE

GENRE: RACING

RELEASE: SEPTEMBER

PRICE: \$99.99

RATING: G

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: MEMORY PAK

GRAPHICS



SOUND



GAMEPLAY



OVERALL

5.5 | 10

MortalKombat 4

As a man on a mission to remove heads from shoulders, Robert Garcia reviews MK4



There's no doubt about it, MK4 is one of the most violent games ever. Thing is, it's also the best fighting game on the N64. Let's hope its gameplay gets as much recognition as its blood.

BEING THE SICK-HEADED fighting game lunatic that I am, you would probably expect me to be anxiously sitting in front of my N64, with my jaw hung open and saliva dribbling out of my mouth, as I wait for the copy of Mortal Kombat 4 to be plugged in.

Well, this really wasn't the case. You see,

after Mortal Kombat 2, the MK series took a serious nosedive. The gameplay became boring, the characters dull - hell, they all looked like a bunch of poofs wearing slightly different coloured pyjamas. So I guess I could say that I'd rather sit up to a plate of horse manure for dinner than take another pointless stroll down MK lane.

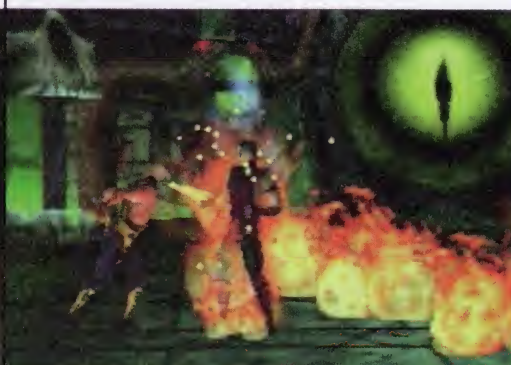
Anyway, Steve plugged in the cart, instructed me to play or else, and after giving him another of my 'just you wait scumbag, I'll kill you later' looks, I started to play. I tightened my stomach and prepared for the first big pile of horse crap to go down, when suddenly I discovered that the MK4 had something that all the other huge piles of fighting game crap on the N64 didn't - gameplay. The game was fast and smooth, the graphics were fully 3D and looked great and there were plenty of combos that actually took some skill to perform. So, after all the fear and anxiety of another dreaded Mortal Kombat game, the only thing in our games room that turned out smelling like a huge pile of poo was Steve, but that's another story.

Look Ma, it's 3D!

FOR THOSE not familiar with the current happenings in the MK series, Mortal Kombat 4 is the first game to make it out of the terrible 2D



There's four times the power in that kick baby!



Hey butthead, you just ruined my new MK suit! You'll pay!



Goro's fantastic facial massages - \$50 please



SCORPION WINS

The 3D models are excellent, and move very smoothly

stone age that the game had been previously stuck in. Mortal Kombat Trilogy on the N64 was anything but a fighting game. Retarded, pathetic 2D characters moved around the screen like chickens with their heads cut off and their moves were severely limited and visually boring. In MK4, those Kombat dudes have made the move to a fully 3D environment and are now drawn with beautifully detailed polygons that allow you to see them from any angle. All of your old favourites like Sub-Zero, Johnny Cage, Lui Kang, Raiden, Sonya and more have made the movement into 3D and are beautifully drawn with the aid of the N64's custom hardware. It's quite easy to see all parts of their body, with biceps, chest muscles, abdominals and every section of the fighter so well drawn that it makes their 2D versions in MK Trilogy look totally sad in comparison. An added benefit from the fighter's 3D form is the animations of their moves. While some are a tad lacking in animations, generally all of the Kombatant's moves are brilliantly animated. Smack them dead square in the face and their head will snap back like a whip, kick them in the guts and they'll quickly bend forward in pain, sweep them and their legs will fly up in the air and they land flat on their back, and that's not even mentioning some of the characters' great throws. Throws worth mentioning include the one where Lui Kang grabs his opponent from behind and then pushes his foot right into their back while he holds their head (he'll be in traction for a month after that!), and another where Quan Chi jumps up onto his opponent's knees,

WEAPONS OF DESTRUCTION:

Scattered around most of the game's backgrounds are weapons that you can pick up and throw at your opponent. Rocks, boulders and huge skulls are just some of these nasty objects.



Each character also has their own weapon that they use any time during a match. Swords, poles and axes are just some of the cheap weapons you can smash and hack your opponent into pieces with!



Sonya's spike blade



Johnny Cage's sword



Reptile's axe



Scorpions sword



Sub Zero's Mace



Quan Chi's mace



Raiden's Mallet



Johnny Cage's sword

Just some of the gruesome fatalities that await you in MK4...



Raiden holds his opponent in the air, gives him 10 million volts, which explodes their body into chunks of meat!



Lui Kang morphs into a dragon, then grabs his opponent in his jaws, munching and crunching on their bones.



Johnny Cage tears his opponents upper torso from the rest of their body, then throws it on the ground like rubbish.



Sub Zero grabs the back of his opponent's head and tears their spine and skull from the rest of their body. Yum!

But wait... there's more...



Jerek drives his fist into his opponent's chest and pulls out his heart, holding it high like a victory trophy!



Jax rips the arms of his opponent and then throws them away while laughing as hard as he can!



Here Jerek uses his laser beam vision to cut his opponent's head off, then he dices the rest of his body.



Kai raises himself into the air and then fires an energy ball which blows Scorpion's head clean off his shoulders!



That's it. The children of this country have been exposed to too much senseless violence. I won't allow any more. Stop it!

then brings down his whole weight onto them, snapping them completely. How your poor blasted opponent manages to finish the rest of the round is beyond me...

The 3D graphics in the game are also shown off when characters are smashed and sent flying across the arena. Bodies spin a full 360 degrees before they smash into the wall and fall in a pile of lifeless crap - it's definitely satisfying stuff.

Most of the game's moves look downright

painful, and the characters' special moves are exceptional, with transparent fireballs by Liu Kang and Scorpion's Breath of Fire looking way better than they ever have before. Last, but not least, is the blood content in the game. Now that the game uses 3D graphics, the blood is animated much better and actually splashes right into the screen. Nearly all moves draw blood from your opponent, but the effect never seems to tire as the blood looks so cool as it flies all over the place.



The special moves look very nice, and quite flashy too.

What's received the most notable improvement from the jump to 3D are the game's fatalities. Although they're hardly the stuff to give young kids nightmares, the fatalities are very entertaining, and the excellent 3D camera angles used really give a close up of the exploding heads, decapitations, disembowelments and other hideous acts of graphics violence. Sure, they're terribly violent, graphic, disgusting, gross, offensive and in bad taste, but aren't all things fun like that?

Wrapping a fine graphical game together is the fact that MK 4 runs at an incredibly smooth 60 frames per second. The game's pace is really, really fast, as the characters jump around and kill each other much faster than they ever have before, but the speed and fluidity of the graphics engine means that the game never looks jerky and it never, never slows down. All in all, MK4 is probably the best looking fighting game on the N64.

Hear me break your spine

BACKING THE HIGH impact moves in MK4 are a great range of bassy effects for punches and kicks. Smash someone in the face and you can almost feel the impact through the solid sound effects that come from the N64. Screams, flying kicks, cracking bones and the occasional sword impacting on your opponent's skull all sound excellent and never fail to bring a smile to your face. Even the speech in the game is deep and bassy, with the announcer's voice booming out an 'excellent' whenever someone gets their ass seriously kicked. The sound quality isn't as sharp or clear as other games on the N64, but the large variety of effects and speech and the fact that the slightly muffled effects suit the fighting game theme really stop the sound's quality from becoming a sore point.

Still the same old game?

AS FAR AS the gameplay's concerned, MK4 is still basically a 2D fighter. It now has 3D graphics with polygons and stuff, but the gameplay still remains almost identical to the original MK that was released years ago. This isn't a bad thing, as those who love the original MK gameplay are



Really Scorpion, the chiropractor said that this, and a good hot bath, will do wonders for your back pain!



What would a Mortal Kombat game be without Scorpion and his 'Come here' spear move? Just as violent, I bet.



The 'palm of fire' move. Eh, what a croc!



You just know this guy's bloody stuffed...

in for a treat as this is easily the best game in the series. New additions include chain combos (the ability to link punches and kicks together), weapons (yes, you can pull out swords and slice your opponent with them), air juggles (combo hitting your opponent while they are in the air) and the ability to dodge in 3D. The 3D dodge is useful for ducking out of the way of projectile attacks, but it really doesn't come in that useful while actually playing the game.

On top of these additions, MK4 is one hell of a fast game. Chaining five or six hit combo attacks together can be done in a second or two - no more, and you'll often find that a match is over in a matter of seconds. A practice mode is now included in the game and allows you to practice large combos with juggles and special attacks slapped on the end, so getting accustomed with the speed of the game is only a matter of time.

While many might argue that MK's gameplay is old and dated and a bit stiff and wooden, the additions and smoothness of the gameplay

easily put the game in the same league as the Streetfighters and Tekkens. For those willing to put in the hours, MK4 has a great deal of potential as a fighting game and it's possible to become very skilled at the performing combos and large, damaging attacks. Again, the Fatalities are back, with each character having four distinct Fatalities of their own. Also, the game has a huge amount of secrets, from hidden characters to costumes, new attacks and even nasty little tricks like Johnny Cage's ability to pull out a gun during the match!

If you're after a new 3D fighter, or you're a fan of the old MK series, then it's really hard to go past MK4 as a top class fighting game for the N64. In single player mode it has the depth in gameplay and secrets to keep you glued to your N64 for a long time to come, and in multi-play it often turns out to be a frenzy of fists and feet that's highly enjoyable. Either way, be sure to give the game a good look as it comes as a recommended purchase.

SECOND OPINION

I've never really been a fan of the series, but MK4 sure looks like a very playable game. The graphics are arguably the best for a fighting game on the N64 and the sound and gameplay are pretty darn good as well. I could sit down and actually perform some great combos in MK4, and the speed of the game makes it all hectic and action packed. Even the sound is top-notch for a fighting game and suits the game perfectly. Really, you should try out MK4 (rent it if you've never been a fan of the series) because it's a stark contrast to the rest of the games in the series and a very playable and fun game in its own right.

Steve

THUMBS UP



- Fast, smooth 3D graphics
- Plenty of blood
- Lots of secrets
- Huge possibilities for combos

THUMBS DOWN

- It's Mortal Kombat. If you didn't like it before you still probably won't.
- Where are the nude-alities?



PUBLISHER: GT INTERACTIVE

DEVELOPER: MIDWAY

GENRE: FIGHTING

RELEASE: EARLY SEPTEMBER

PRICE: \$99.95

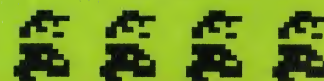
RATING: MA 15+

PLAYERS: 1-2

RUMBLE PACK SUPPORT: YES

SAVE GAME SUPPORT: YES

GRAPHICS



SOUND



GAMEPLAY

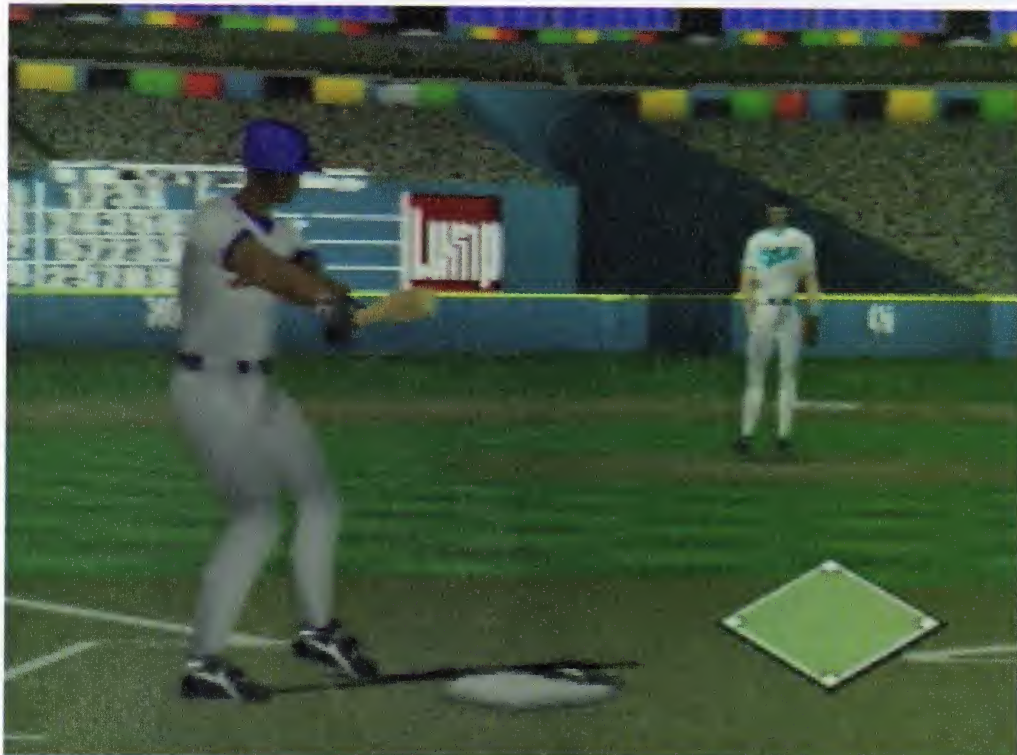


OVERALL

8.5 | 10

Piazza's **StrikeZone**

Narayan steps up to the plate and then laughs his arse off at Strike Zone



Please throw a slow ball! Mind you, he could throw a ball at 9 million kms/hour and you could still hit it in this silly game



As you can see below, you don't need a bat to hit a ball!



He managed to hit the ball without swinging - bodgey!



Sometimes that camera angles do look dynamic and nice

ICAN JUST IMAGINE how this game was made - a struggling Nintendo programming team had a third-rate baseball simulation that they just knew wasn't going to sell. Then they thought, "wait a minute, what if we had a big-name sports star to endorse the game?". So they drove a truckload of cash over to Mike Piazza's home and asked him to put his name on the game. Mike thought for a moment, then said "what the hell", and Mike Piazza's Strike Zone was born.

Poetry in motion - this ain't

AFTER PLAYING IGUANA'S All Star Baseball, it has to be said that Strike Zone comes as a

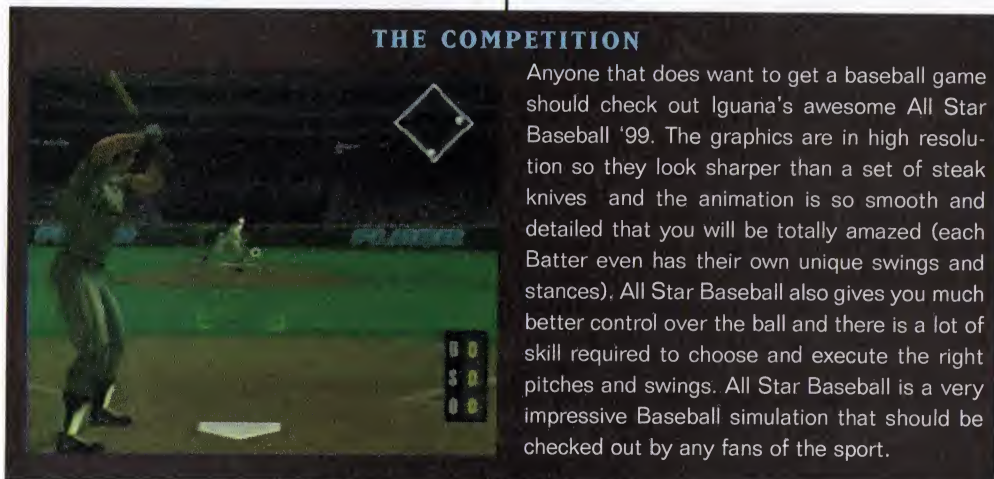
big slap in the face. The first thing you'll notice is that the lower resolution means that the characters look like they're standing behind stained glass windows. In other words, get your index and forefingers and poke yourself in the eyes...now you know what I mean. The animation is what really makes you laugh though. The players are animated so poorly that they all look like Marvin the Robot as they shamble stiffly up to the plate. The baseball stadiums are quite large and they have real time screens displaying the action but the frame-rate and the resolution is just so bad it's impossible to appreciate any of it.

Stu-Stu-Stutter Rap

IF YOU THOUGHT your mum got a bit repetitive when she whined on about you not doing your chores then you haven't heard anything yet. The so-called commentator in this game has about five different things he says: "Strike One", "Strike Two", "Strike Three", "He's Out" and "He's Safe". There are no comments about the plays, advice or anything else at all. After you've played the game for about three seconds you will be totally sick of him. As for the music, there is the American national anthem at the start of each game but that's about it.

Button Bashing Fun

EVEN WITH STRIKE ZONE's terrible graphics and sound, all could be forgiven if the gameplay was any good. Unfortunately, as impossible as it might be to believe, the programmers seem to have spent even less time on the gameplay than they did on the graphics and sound. To say that Strike Zone plays like a dog would be an insult to dogs. You have no control over where



THE COMPETITION

Anyone that does want to get a baseball game should check out Iguana's awesome All Star Baseball '99. The graphics are in high resolution so they look sharper than a set of steak knives and the animation is so smooth and detailed that you will be totally amazed (each Batter even has their own unique swings and stances). All Star Baseball also gives you much better control over the ball and there is a lot of skill required to choose and execute the right pitches and swings. All Star Baseball is a very impressive Baseball simulation that should be checked out by any fans of the sport.

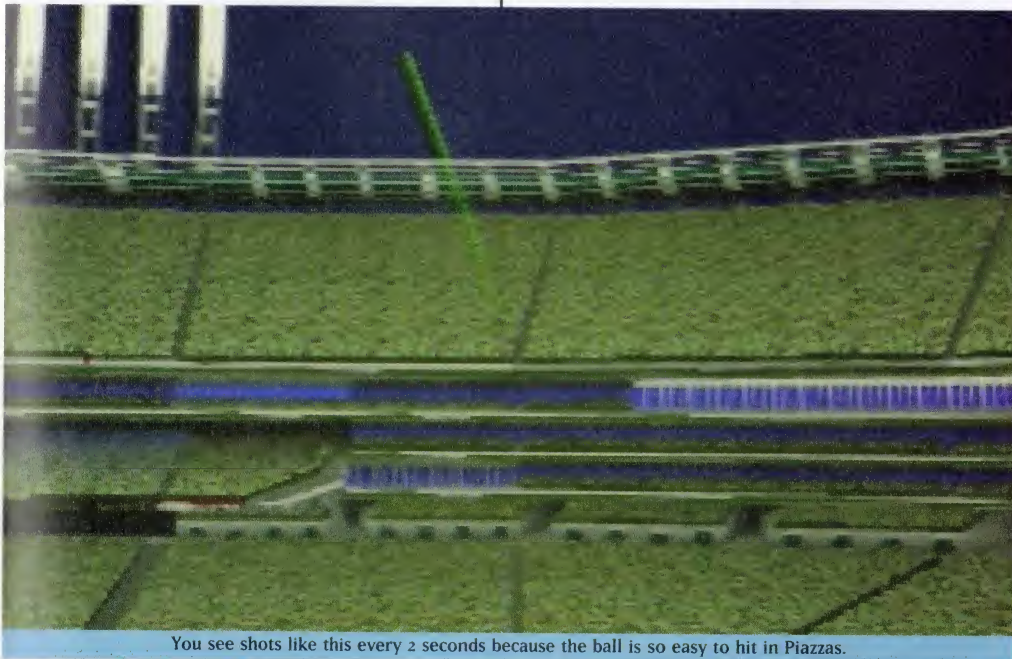


He hit that ball so hard the green dye is commin outta it!

you place your bat, it is simply a case of hitting the button at the right time and watching your player slam the ball. As for pitching, you can't choose where you want to place the pitch but you have obviously been training with Ben Kenobi because you can use the force to move the ball around when it's flying through the air after you've thrown it. The other frustrating thing about this game is that the computer players are so stupid that they provide no challenge. It will only take you about three seconds to find a pitch that they will never be able to hit properly (no matter how many times in a row you do it). The only positive thing I can say

about this game is that you might get a couple of chuckles from watching the fielders slam into the wall when they run too far or seeing a Batter snap his bat over his knee when he strikes out - sore loser.

I can't even recommend this game to drooling baseball fanatics because even if you already have All Star Baseball and you desperately want some more baseball action then you would be better off buying a good Nintendo game in any other genre and just pretending it's a baseball game. I'm not joking - Goldeneye plays a better game of baseball than this game. Strike Zone is simply not recommended.



You see shots like this every 2 seconds because the ball is so easy to hit in Piazzas.



This player using his Jedi mind trick to levitate the bat



He was safe goddamit! You wanna start somethin' punk?

SECOND OPINION

The screen shots don't really do the game justice - it looks worse in real life. Honestly, the game publishers in Australia made the right decision not to bring this game out down under as there is absolutely no reason to purchase this game over All Stars Baseball '99. If you're overseas and you see a copy of this make sure you run in the opposite direction. One interesting point to note is that I don't think it's possible for Narayan to do a review without mentioning Goldeneye.

-Steve

THUMBS DOWN



- blurry, blocky graphics that will have you reaching for your glasses in seconds
- Gameplay that requires so little skill you could give the control pad to your pet baboon and come back to find he's won the game.

THUMBS UP

- something for your dog if he needs a new chew toy
- you can be thankful that we won't have to see this game in Australia



OVERALL

4 | 10

Virtual Chess

As a man with less social life than a potato, Narayan was perfect for chess.



Graphically, Virtual Chess makes use of the N64's high res mode and looks quite smart. Pity the action scenes are bad.

A CHESS GAME FOR THE NINTENDO 64? It wouldn't be my first choice as the next killer 3D game to take on the likes of Mario and Goldeneye. It's obvious that even the company distributing the game in the US knew they were going to have trouble selling this game. The slogan used for all their advertisements in American magazines is "Make your Mommy proud, play chess". Not "Play it because it's good" or "Play it because it's fun". Having a game that appeals more to gamers' parents than to themselves is hardly a great advertisement for a good video game.

"Them's fight'n words"

THE WORD 'IMAGINATION' is obviously something that Titus have never heard of. Once you've decided to do a chess simulation with battle scenes, then the most important aspect of the graphics is coming up with imaginative and interesting fight scenes. Titus could have come up with some really interesting characters like a cool shape-shifting robot like the T-1000, that cannot be seen as it slithers across the ground towards its opponent. Then it could form itself out of the ground as it takes the shape of a huge monster which rips its opponent in half. Ideas like this would have made the game look really cool whenever you took one of your opponent's pieces. Instead of designing a bunch of really freaky monsters, Titus has come

up with some catapults, a battering ram, a wasp, a fat queen in a viking helmet and some others that are too boring to mention. Titus could have hired a bunch of martial arts experts and used the latest motion tracking technology to come up with some utterly amazing fight scenes. Instead they thought it would be better to make repetitive fight scenes that have about five frames of animation each. 95% of the fight scenes involve characters simply punching or kicking their opponent off the board. The other 5% involve equally lame things like the wasp flying around people until they get dizzy or one of the characters chucking a fireball that causes their opponent to disappear in a bodgy puff of smoke. Even though they are stupid, the characters look okay because the game is done in high resolution and the textures that are used are simple but smooth. It's just so disappointing because the game could have looked so much better if they had put more effort into the character design and the fight scenes.

An ancient battle of wits

AS FAR AS GAMEPLAY GOES, the game is pretty good, simply because it's chess. Chess is the most respected board game in the world because it is a battle of wits as each opponent tries to use better strategies to capture his opponent's pieces and ultimately succeed in checking the enemy king. However, Titus did



Get off my board you stupid mule!



This stupid little dwarf's got his hopes up, don't you think?

not exactly invent the game as it's been around for nearly a thousand years. What they have done is make the game accessible to children by including some interesting options. On top of the 12 levels of game difficulty, Titus have added two levels of what they call 'artificial stupidity'. What this means is that absolute beginners will be able to have a good game because the computer opponent intentionally does lots of stupid moves. Titus have also included an extensive 'tutorial' mode that teaches you all about the moves of each piece and even includes some basic strategies. These additions probably make this the most accessible chess simulation for beginners. However, there are a few frustrating features that make this a poor choice for skilled players. The most annoying problem is that unlike PC chess games, Virtual Chess lacks the option to take a move back after it's been made. This may sound like cheating but the main point of chess games is to provide you with a chance to practice your game because playing real people is always going to be more enjoyable. When you are trying to practice your game it is incredibly frustrating when you make a stupid move not to be able to take it back and make a better move. Instead you have to either finish the game (knowing you've probably lost) or start a whole new game. The other problem is that the Artificial Intelligence for the computer opponent isn't great. It has been improved since the early version we saw in issue #5 but it still lacks the ability to formulate good strategies. All it does is try to take advantage of your mistakes. This



Finishing animations for taking other pieces is very unimaginative. Why not drop the whole damn castle on him?

means that it isn't a very challenging or rewarding experience for advanced players.

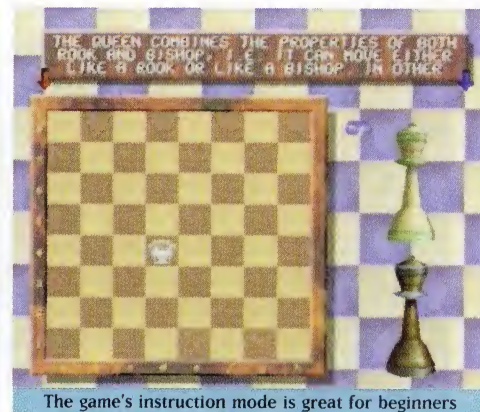
"Ka-Pow"

There isn't exactly much sound to speak of in Virtual Chess. Most of the fight scenes have a few sound effects but they usually just involve about five different 'Bang' and 'Crash' noises for when one guy punches another guy off screen. The music is a very forgettable melody that had a harp in it, I think. I'm not really sure because I turned it right down after a couple of minutes.

As a chess simulation for absolute beginners, Virtual Chess is not a bad game. Unfortunately, I would imagine that the proportion of Nintendo owners that would like to spend \$100 on a game to teach them chess wouldn't be anymore than about one in a thousand. Anyone interested in chess would be much better off spending \$20 to buy a chess set, with a book on how to play, and saving the rest of their money for the latest 3D platform or shooting game.



That's it, don't stop, run the mongrel over while he's down. What a way to go - being killed by a goat's head on a stick!



The game's instruction mode is great for beginners

SECOND OPINION

I'm not as hard on the game as Narayan is, as I think it is quite a good game of chess. The characters are a little dicky and stupid, but the game's options and the different levels of artificial intelligence make it easy to get into for beginners. However, if you're a chess-nut (pardon the pun), then this game might not be terribly challenging for you. It's just a pity that Titus didn't come up with some better characters for the game, as the original 3D chess game, Battle Chess, had a much better range of characters with more amusing moves.

-Steve

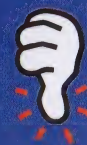
THUMBS UP



- easy to understand for beginners
- would make a good present for someone you hate

THUMBS DOWN

- unimaginative fight scenes and stupid characters make for boring visuals
- lacks the useful options of computer chess simulations



PUBLISHER: **TITUS**
DEVELOPER: **TITUS**
GENRE: **CHESS**
RELEASE: **NOW (US)**
PRICE: **\$99.95**
RATING: **G**
PLAYERS: **1-2**
RUMBLE PACK SUPPORT: **NO**
SAVE GAME SUPPORT: **NO**

OVERALL

5 | **10**

Violence

IN VIDEO GAMES



There's no doubt about it - violence sells videogames, plain and simple. There's just that little mannerism that all humans seem to possess which drives us to play games where we can crush, kill, mame, bludgeon and destroy things.

For some it's a matter of escapism, where after a long hard day's work we come home and sit down in front of the Nintendo and perform a few mindless fatalities and decapitations to let off some steam.



MK4 PC is another game that recently got by the censors

PC Problems

Even though the PC has always been seen to be the 'older generation of gamers' machine it still has suffered its fair share of problems as far as censorship is concerned.

Quake was the first title that seemed to suffer scorn from the videogame sensors, and more recently Quake 2 has come under a good deal of pressure. Problems with the game arise due to the fact that you can kill enemies that look like real humans.

Just recently released, Unreal managed to slip right through the clutches of videogame censorship even though the game is a great deal more graphic in its violence than either Quake or Quake 2. Heads can be blown clean off shoulders, or whole bodies can be reduced to a pile of limbs and blood soaked pieces of flesh with the simple press of a button. Apparently the fact that the game's enemies are non-human had a lot to do with the game not being censored by the board. Can't wait to see what Rare have in store for the aliens in Perfect Dark...

Others view it as recreation, where they can just pick up a pad and stroll through a few levels of Goldeneye, happily killing any stupid guards or back-stabbing secret agents who get in the way. There's the 'computer nerd' who's constantly mocked and ridiculed at school because of his physical appearance and his reluctance to mix with different social groups. He may be fat, ugly, have huge coke bottle-type glasses and buck teeth, but no-one messes with this kid when it comes to a game of Mortal Kombat. He goes home every afternoon after school and kicks all manner of Mortal Kombat ass. In the game world the power he wields is more than enough to build up all the courage and self respect he needs to face yet another day of taunts and verbal abuse at school. Then there's the sadist, who honestly believes he was 'born to kill'. He is driven to learn all the special moves and combos from every fighting game and beat 'em up in order to suppress, or extinguish, all of his violent emotions that could otherwise evolve into real-life violence.

Seriously though, all gamers enjoy videogames that have one or another form of violence in them. There's just something special about beating someone's head to a pulp that really seems to make our day...



Unreal PC. Sets new ground in graphics and violence.



Myth and DBTS offer dismemberment galore...

Two games that mysteriously managed to sneak past the censorship board unscathed are *Die By the Sword* and *Myth*. *Die by the Sword* features medieval combat with swords and all manner of other sharp weapons from spears to maces. Its gameplay involved hacking the other player into small pieces until they were dead or didn't have enough limbs left to continue combat...

Myth was more a strategy game, much like the *Command & Conquer* series, but still contained a



Games with hidden moves usually escape censorship



Shots like this make you understand why the censorship exists. Carmageddon II on the N64 will probably be censored.

WHEN DID IT START?

Violence, for all those judgmental readers who have already dismissed this article as the mindless rant of a person who perfectly fits into the 'sadist' descriptive category, is not just limited to the fatalities and blood soaked gore of fighting games. Violence has been around in videogames since the first game of 'Space Invaders' appeared at the arcades in early 1980s. This game revolved around the player shooting some sort of alien craft that was moving around the top of the screen. The game's appeal centered around the player being able to destroy huge amounts of alien scum in spaceships, and although very primitive and basic compared to the violence in games today, the *Space Invaders* game was possibly the starting point of violence in videogames today. From here games went on to become more advanced with better visuals that allowed players to become more involved and entertained with the amount of realism in the game.

The introduction of the NES entertainment system in 1985 saw videogames move into the homes of millions of average people, and was the dawn of the era of Mario in videogames. Mario's theme may have been aimed at children but the game did contain its fair share of violence. Stomping on little mushroom people, throwing fire balls and picking up and hurling your enemies across the screen won't get you a life sentence these days, but the violent actions were definitely present in Mario games, albeit hidden by the game's simple graphics and its childish theme and content.

Things did change though, with the release of *Mortal Kombat* on the SNES, and Megadrive in particular, in 1991. Videogames were fast approaching a stage where the graphics could be recognised and easily associated with reality. The *Mortal Kombat* series of games presented characters that looked and acted like humans and could perform the game's trademark 'Fatalities' on each other. The spine ripping moves and decapitation attacks quickly caught the attention of the media, and the parents of the children who were flocking to buy these graphically violent games.

Arcade games, at this time, had made a great deal of progression in the realism of their graphics, and although games like *Mortal Kombat* had appeared in the arcades long before they ever saw the light of day on home consoles, the arcade games themselves appeared to avoid and direct criticism from the media and government over their mature content. The fact that games like *Mortal Kombat* were now available in thousands of ordinary homes across America had caught the attention of Senator Joseph Lieberman, who immediately began a crusade against videogame violence in an effort to halt or regulate it. His arguments were supported by several dated surveys conducted on children about the effects of violence in television programs, however they were inconclusive and failed to provide any real proof of a link between TV violence and children's behaviours.



Pads get smashed, consoles get thrown about the room and occasionally you may even get heated enough to lean over and punch your friend in the arm.

Nevertheless, the result of Senator Lieberman's efforts in congress was the creation of the Entertainment Software Ratings Board (ESRB - we now have a similar board in Australia, called the Office of Film and Literature Classification), whose job it is to censor and rate all software released onto the videogame market.

VIOLENCE? WHAT VIOLENCE...

The Senator's main argument against videogames was that they incite violence in children. This topic has been widely debated, with firm beliefs that there are two reactions that videogames actually provoke: Frustration and Imitation.

The first, Frustration, is something that probably all N64 Gamers could relate to. One thing most gamers like to believe is that they are greatly skilled in the art of videogaming. This belief creates a great deal of competition and tension between otherwise normal friends whenever they sit down for a game of Goldeneye or Mario Kart. Sadly, today there seems to be more and more people who take videogames too seriously, with many fits of anger resulting when someone loses. Pads get smashed, consoles get thrown about the room and occasionally you may even get heated enough to lean over and punch your friend in



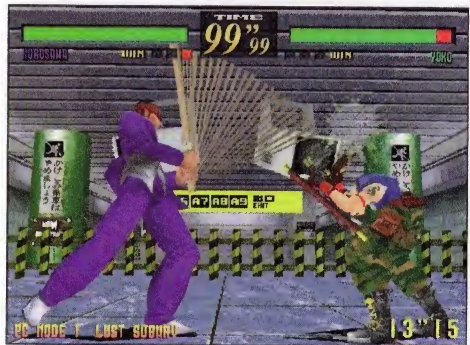
Biofreaks is another game with hidden violent moves that somehow managed to get past the censorship board...



Stuff like this is what all great games are made of

fair amount of graphics violence. Another game set in the medieval era, Myth had sword fighting, archery, explosives and many other weapons that could hack, cut and blow people to pieces very quickly. One of the main attractions about the game were the battlefields which became blood soaked after combat. Limbs, heads, guts and gore lay all over the once green fields... Quite a pretty sight really.

Even though the censorship board has eased up on the use of weapons in fighting games, there was a time when a game called Last Bronx had some trouble due to some of the weapons in the game. One character, Joe, wielded a set of Nunchaku, which are illegal in



Last Bronx had troubles because its weapons were realistic



Nunchaku are illegal weapons, but they look damn cool!

Australia. Thankfully good judgement prevailed and the game was released with all weapons intact.

Violence isn't just limited to hack and slash games though. Virtua Cop 2 was released on the PC and arcade over 2 years ago, and when released the game became the target of a great deal of criticism. The impressive 3D visuals of Sega's Model 2 arcade board were argued to make the game look all too realistic and the possible cause of people's misuse and lack of respect for firearms.

Adding more fuel to the fire was Sega's latest 3D arcade shooting game, House of the Dead, which features a huge amount of graphic violence. You were able to shoot zombies until they literally fell to pieces on screen, with that game being so graphically violent that it had to have a curtain placed around it in the arcades and no one under the age of 15 was allowed to play. The game was converted to the Saturn, but all red blood in the arcade was coloured green, significantly reducing the impact, and fun, of the game.



Virtua Cop created a lot of attention for violence in games



Turok was one of the first games with excessive violence on the N64. It's not as graphic as MK4, but violent nonetheless.

the arm (heaven forbid!). While the argument does exist that these acts of violence are caused by the videogame itself, most sane people would put the blame on the fact that some people should be more gracious in defeat rather than carrying on like a sore loser...

Secondly, imitation is the second argument that protesters against violence in videogames constantly refer to. They claim that children who are constantly bombarded with images of 'Fatalities', blood, guts and graphic acts of violence may try to imitate or re-create these acts in real life. Again, any sane person would argue that they could sit down to a game like Mace, where they would proceed to cut off arms, limbs and heads, then fit in a quick game of Goldeneye where they blew away a few spys and the occasional defenceless civilian for fun, before they rushed off to their local church for communion and prayers for the poor, sick and aged.



House of the Dead is a perfect example of what censorship does to videogames. Green blood sucks - period.



A little over the top maybe? Most people believe that it's quite easy to perceive the difference between games and reality.

Most, if not all, game players have the intelligence to separate reality from videogames. Young children are expected to have problems with some videogame violence, and most videogame players support organisations like the ESRB in their effort to ensure that children don't play games with adult content.

PROBLEMS IN THE FUTURE...

Granted, there are some sections of the community that should be shielded from the violence that is present in videogames today, but rather than having censorship of all games as the answer, software companies should seek to clearly aim their software at certain ages of gamers so that games don't have to suffer censorship before they hit the shelves.

Considering that the problems with videogame censorship only arose when game graphics had improved to a stage where they became realistic, we can only expect further trouble in the future. With games like *Space Invaders*, the game's visuals were so limited and simple that any association between the game's graphics violence and real life was seen to be totally ridiculous. Now that consoles like the N64 can do high resolution 3D graphics at a fluent frame-rate, the possibility of extremely realistic and violent videogames arriving on the N64 is just around the corner. Television, it seems, is enjoying an almost 'immune' status from censorship, with plenty of programmes that contain mature content screening at hours when younger viewers can easily tune in. The exploits of the Simpson's *Itchy* and *Scratchy*, *South Park*, *Sex-life* and many major Sunday night movies that contain plenty of violence always seem to avoid attention, while videogames have recently become the target of much wide spread criticisms from the media and politicians. Perhaps some of the reason behind this is that videogames are interactive, and in the eye's of parents, politicians and people who don't know what they're talking about, this interaction actually encourages violent behaviour.

Either way, things certainly don't seem to be getting any better. While companies are somehow managing to get certain titles past the censorship board in Australia, games are going to get more and more violent in the future. Many games today base their appeal on the fact that they are overly violent and blood-thirsty. Sadly, violence, blood and to a lesser extent sex, will most likely affect the overall sales of a game more than the actual merits in its actual gameplay.

Given the fact that computer's CPU's double their processing power every 18 months and graphics cards triple their performance over the same period of time, it's only a matter of time before realistic graphics and complex interaction within games become a reality in the game industry.

Perhaps those who censor the industry will 'grow up' and allow mature content in the games we all love. Like the method used in television censorship, software sensors should realise that common sense and proper supervision are the ultimate methods of censorship for the game's industry.



Grand Theft Auto received plenty of media attention

One of the more notorious games released of late was *Grand Theft Auto* for the PC. The game involved you driving around the streets of various cities, stealing cars and killing police, or any unlucky citizens who managed to get in the way. In some instances you could even run over a band of Hare Krishnas, getting bonus points for the 'Kill Frenzy'. The game itself was very enjoyable, even without its trademark graphic violence.

FUTURE FOR NINTENDO 64.

Notable games that will probably come under intense scrutiny from the censorship board on the N64 are *Carmageddon 2*, *Shadowman*, *Perfect Dark*, *Duke Nukem: A Time to Kill*, *Bio Freaks* and *Turok 2*. Unfortunately, the games will often have to undergo changes to their gameplay and graphics just so that they can meet the required rating. *Carmageddon* and *Shadowman* are the two games most likely to suffer some sort of censorship that would definitely affect their overall appeal for the older audience of N64 gamers. Sadly, many game producers feel these 'modifications' to the games' violent content are necessary to ensure large sales on the N64 format. Still, the N64 has been working hard to try and shake its reputation as a 'kid's game machine' by releasing more adult orientated software. Hopefully more education about the 'real' effects of violence in games and a better system of rating the games so that they suffer less alterations will see a larger range of great software coming to the N64 in the future.



The games was argued to encourage anarchy in society

Forsaken Playguide PART THREE

LEVEL 11 - CATCH THE ORB

You'll need to warm up for this level because it sure packs a punch, it is easily one of the hardest levels in the game. You will have to take out three other bounty hunters in crafts just like yours, collect some special orbs, kill a few hundred baddies and then make it back to the beam-in point alive. At the beginning of the level fly out into the room, ignore the Metatank, grab the Power Pod and Mugs next to the two pillars and then duck into the small room off to the left. Pick up all the power-ups inside (but save the shield) then head into the room and fly around pounding the Metatank and dodging its missiles. Once he's dead collect the shield power-up and head through the door into a large room where Cerbero will fly through and steal the Orb [11].

Enemies will start to materialize around the room but if you back into the tunnel you just came through, you can pick them off easily. Now fly around the room picking off any others and collecting the power-ups in the little rooms. Head off through the doors Cerbero went through and you'll end up in a bunch of tunnels. Grab the Solaris and Mugs, then fly around until you see Septre and shoot the Hell out of him [21]. You'll have to chase him around because he runs away and make sure you collect any power-ups he drops. Once he's dead the door to the Twister will open [31]. If you want to be really cheap you can wait by this door and take pot shots at Septre as he flies around, but this will take ages and is only recommended for total sad-boys. Inside the Twister you'll have to deal with two Snub Bots and a Pulse Turret. Head through the door around the corner and get ready because there are three Snub Turrets that are waiting for you. Make your way into the area with all the criss-crossed laser beams, but be careful because hitting the laser beams will cause enemies to appear. Take everyone out and hit the switch up the top then go back down into the Twister. Take the small door next to the floor [41], grab the power-ups inside and duck under the dip. Destroy the Mech Tons and Pulse Turrets then grab the Dummy Orb that appears. Now kill all of the enemies in the rooms either side of you and grab any power-ups you find (make sure

you grab the Titan). Flick the switch and head down the tunnel. You'll find yourself in another maze of tunnels that you will have to fly around and kill Cerbero and HK-5. Make sure you grab the Scatter missile that's lying around and then try to hit both with the Scatter and Titan Missiles. This should practically kill them. Now fly after HK-5 first and kill him because he's easy. Look for a small 'loop-shaped' tunnel and collect all the goodies inside the room [51] at the centre of the loop. Now fly around and find Cerbero and kill him. Now it's just a simple task (well, pretty difficult actually) to make your way back to the start of the level killing all the enemies you find because they unlock the doors along the way.



LEVEL 12 - ALPHA

This level is a pretty straightforward affair in which you get to blow the crap out of anything that moves. Immediately fly upwards and grab the Power Pod. Now slowly edge out and kill the Hunter lurking below. Fly into the room to your left and grab another Power Pod. Head off into the Passage to your right and head into the 'T-junction' [61]. Grab the Solaris, shoot the Hunters in the distance and then fly off to your left into the Assembly Area [71]. You'll find a room full of Levi tanks, Shades and Swarms so don't sit still, make sure you keep strafing around the room until everything's smoking. Head up into the room above and collect the Pine Mine and the Trojax from the sphere rooms. Now head back to the 'T junction' and take the left path. You'll come into a room with a hole in the floor. Drop a Pine Mine over the hole and take the passage off to the left. Arm your Solaris missiles and blow the crap out of the Laz Bot and the two Hunters inside, then go back to the room where you just dropped the Pine Mine. If all has gone well then the Pine Mine will have blown all the guys below into tiny chunks. If it hasn't then you'll have to go into the room below and shoot all

the baddies [81]. After killing those guys drop down into the lava pool below and collect the Suss-gun and Scatter weapons. Now fly back up, take out the Beam Turret and hopefully that will be the end of the level. If there are still a couple of baddies left you will just have to look around the level and ferret them out. As soon as you have killed everyone then it's mission complete.

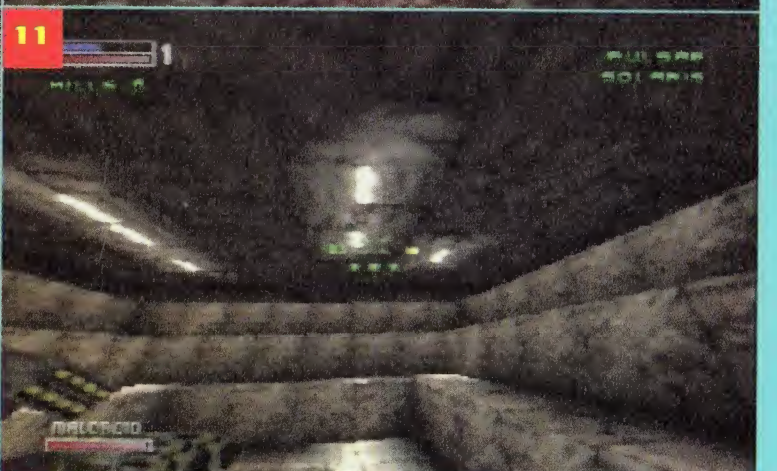
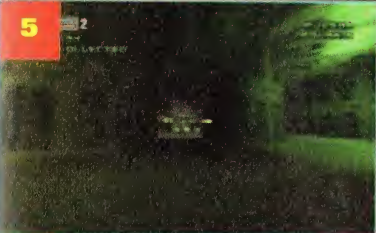
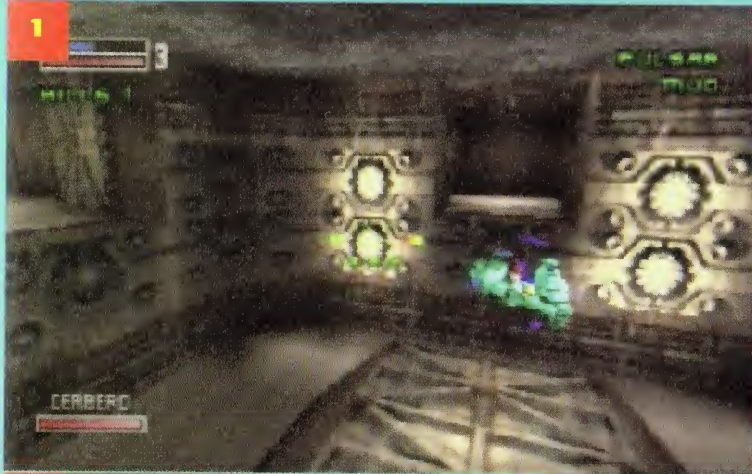
LEVEL 13 - MALDROID

This is another Boss level but don't worry because it's pretty easy. As soon as you appear, turn around and fly into the tunnel behind you, collect the Power Pod and keep going until you come back out in the big room. Fly down and strafe around blasting the three Pulse Turrets [91]. Grab the Mugs then head down the passageway to the left. Open the door and get ready to do battle with the two Beam Turrets and Two Snub Bots. After killing these guys, head off into the little passageway to the left and take out the Beam Turret, then grab all the Power-ups inside. Now take the Maldroid [101] into the room behind him (its got lots of

steps) [111]. At the back of the room you'll see a small passageway. Go inside, take out the Beam Turret and collect all the Power-ups. Now that you're all tooled up go back outside and toast Maldroid's ass. You need to pound him until he only has a couple of millimetres of life left. Now the Beacon will appear at the back of the room. Grab this and fly back into the room where you got all the power-ups, because about twenty baddies will appear and this is the safest spot to wait until the beacon is finished transmitting. You'll have to take out a couple of Hunters as you wait but that's it for this level.

LEVEL 14 - SHIP

It's time to switch the brain off and crack your trigger fingers because it's another 'clear' level. Remember that baddies won't always be in the same spot, so just shot anything you see. There isn't a Power Pod at the start of this level so you're just going to have to do it the hard way. Take out the three swarms that come out of the middle of the room with your laser fire and one well timed Mug missile for each one. There is a shield and a weapons power-up at the back of



the room, but you are better off saving these for later in the mission. Head up the Tunnel in the middle of the room and take out the swarm at the top. Now ignore the Laz Bot and immediately head off to your right and grab the much needed Power Pod [12]. Head back out and take out the Laz Bot, then the three Shades that appear, then the four Swarms that come down from the tunnel at the back of the room. Grab the Suss-gun (if you're silly enough to like this weapon) and the Solaris in the corner. Now head up the tunnel that the Swarms were coming out of and take out the Beam Turret lurking at the top. Watch out because a Hunter will now appear. After killing the hunter collect the Suss-gun ammo (if you really want it), then head down into the passage below. Incinerate the Levitank and then continue along killing any other tanks you come across (don't forget to pick up the Power Pod half way along the corridor. At the end of the corridor carefully take out the Beam Turret and then shoot the crap out of the Shades and Hunters you see. Around the corner you'll find a nasty Airmobile [13]. Quickly take him out before he gets you with the Gravgon. Now make short work of the two Pulse Turrets, then spin around and shoot the Hunter that should have just appeared. Take out any of the Suppressors that come out of the tunnel in the corner of the room and then make your way up the tunnel and take out the Beam Turret and the Mec Tons (wait because there'll be a couple). Now kill the three Swarms that pop out and then head off to your right and pick up the Beam Laser. Now take the other corridor and kill the Hunter. Now use your Beam Laser to kill the Mech Tons and Beam Turrets inside the room itself [14]. As soon as you've killed these guys take out the Hunters that should have appeared at the entrance to the room. If all has gone according to plan then you should have finished the mission: if not, then you know what you have to do.

LEVEL 15 - POWER DOWN

The aim of this mission is pretty simple, you just have to fight your way to the central computer and blow it up. However, there is plenty of tricky flying and shooting required in this tough mission. At the start ignore the other doors and just shoot the one to the right and grab the Power Pod. Now fly into the little passage in the back-right corner of the room. This leads to the Coolant Pond. Ignore the enemies in here. Just grab the Mugs then head off to your left down the narrow passage into the Vat [15]. Fly up the top of the room and waste the Swarm. Head into the small passage and bump

the door open. Go inside and hit the Timer switch [16] and then rush back to the first room but make sure you ignore all the baddies on the way because you don't have time. When you get back to the first room head up into the door in the ceiling. The room you'll come out in is the Armoury room and it packs a lot of powerful enemies. Take out the flying ones first, then kill the Snub Bots and lastly take care of the Blast Turrets that are at either side of the room. There are two passageways at the top side of the room. Go into the one that has a switch on the wall [17], this is the Store 1. Hit the switch, then fly back through the Armoury into the other passage into Store 2, open the door and enter the Computer Room (stay high to avoid the Beam Turrets). Grab the power-ups, flick the switch and head back to the Armoury. Go back into Store 1 and go through the unlocked door into the Data Bank. Kill the Levi Tank, hit the



switch and head back to the Computer Room. You can now go into the door in the floor of the room. Take out all the baddies, hit the Timer switch and quickly rush back to the Data Bank room and head up into the door in the ceiling (don't forget to ignore any baddies and just fly quickly). You'll come out in the Tunnel Complex [18]. Fly straight ahead and follow the tunnel around and then take the right path. Kill the Mec Ton and open the door. Levi Tanks will just keep appearing in the room so ignore them. Just flip the switch and run. Now just stick to the left hand side of the passageways until you come to a little alcove with the next Timer switch in it. Hit it and quickly head back to the spot where you killed the Mec Ton, but now take the door on your left and head up the passage in the ceiling. Continue along through the passage and you'll come out in the Quantum Test Area (stay low and fly quickly through this room). Do the same through the next room which is the Radiation Room. Go around the corner and open the door to the next room (watch out for the two Beam

Turrets). There is a small room packed full of Power-ups here so it's worth blasting a few Levi Tanks to get them all. Now continue into the Gulley, destroy the Snub Bot, fly into the Control room and hit the Timer switch. Now speed back through the Gulley, the Radiation Room, and the Quantum Test Area, then go down the small tunnel and up through the passage in the ceiling. Just inside this passage is an even smaller tunnel that runs off to the side and it leads to a secret room with an extra life in it [19]. If you want to be really sneaky there is a trick you can do to build up lives here. As soon as you collect the life, pause the game and abort the mission - you won't lose a life. You can keep going through the level, collecting the life and then aborting to collect as many lives as you want - although you should probably get quite a few because some of the levels ahead are pretty bloody hard. After collecting the life, continue upwards and enter the Safety Chamber. This is the last room in the level. You have to flip one of the three switches in the room and kill all the enemies in the room that opens up, then repeat this process for the other two switches. When all the enemies have been destroyed, the main computer in the middle of the room becomes vulnerable. Find the red spot on the computer and blast this point until it explodes.

LEVEL 16 - SAVE THE DRONE

This is a bit different to the normal missions where you have to blow away anything that moves because in this mission there is a Drone that moves around on a track and you have to protect it. It's a very difficult mission because the Drone is defenceless and there are tons of enemies ready to waste its butt. The first thing you should do is fly ahead of the drone and shoot the Shade around the corner and grab yourself a Power Pod. Now fly back and hit the switch to move the Drone along. Head into the tunnels, take a left and shoot the two Levi Tanks. There should be a switch in front of you - shoot it so that it is facing left. Grab the Mug missiles to your right, then head left into the next room. Kill all the enemies and head into the next room. You should see another switch [20] but make sure you don't shoot it - leave it pointing to the left, then kill the tank behind the switch. Head back into the last room and destroy the two Fodders which appear as the Drone enters the room (make sure you follow the Drone into the next room because another





two
Fodders will
appear). Fly
around the corner

and destroy the turret, then fly up and kill the tank on the ledge above you, now take out the other two turrets in the far corner of the room (but be careful not to shoot the switch that is also in the corner). Now collect all the power-ups and wait for the Drone to catch up, then shoot the enemies that appear as it enters. Get in front of the Drone and enter the room that looks like a giant staircase. Shoot the Dual Turrets and then move up the wall shooting all four of the turrets lurking in the alcoves (be careful to shoot them from underneath so that they can't shoot back). The Drone is safe here for a while so leave it and take the small passage off to the right. Don't enter the next room because you should take the passage-way leading directly upwards which is just before the entrance to the room. You'll come out at the top of the room where you can grab the Golden Power Pod. Kill any enemies and flick the switch at the bottom of the room. Go back into the room where you left the Drone and head off into the green maze to your left. Follow the left hand wall around until you come to a switch guarded by a Snub Bot [21] (don't worry about killing all the enemies along the way - only kill the ones that get in your way because there are just too many of them). Hit the switch and speed back to the Drone because he'll have company. After saving the drone, head into the passage-way straight ahead and you'll come into the Guard room [22]. Kill the baddies and grab the Trojax. Hit the switch in the tunnel you just came through but ignore the three in the Guard room for the moment. Stay in the Guard room and wait for the Drone to arrive, then blow the Fodders away. Leave the Drone here and fly into the passage in the top corner of the room. Kill all the enemies in the first room, then go straight ahead into the next room and take out the Snub Bots and Beam Turrets. Now hang a left, killing anything you see on your way to the Switch room [23] (make sure the switch is facing right). Now you're going to have to clear out all the turrets and tanks from all the platforms in the lift

shaft to the right. Watch out for the rail that is attached to the wall because if you touch it, it will fry you. As you're shooting all the turrets try to edge out ever so slightly so that your lasers can hit them but they can't get a bead on you. If you're feeling brave, another way to clear this room is just to fly down past everything, taking a few hits so

that you can grab the Titan missile and other power-ups in the room off to the side at the bottom of the shaft. Once the room is cleared, go back to the guard room and flip the three switches on the walls to raise the Drone up. Now it's just a simple case of following the Drone to the shaft because no more enemies will appear. When it gets to the shaft, fly down to the bottom and flip the switch. This will lower the drone to the bottom and that's it, you've saved the Drone.

LEVEL 17 - BATTLEBASE

This mission is all about removing all the defences that guard the enemies' power crystal so that your troops can come in and destroy it. Grab the Orbital Pulsar from in front of you and head up the ramp towards the Hallway [24]. Don't try and take on all five turrets in this room at once. Your best bet is to grab the Power Pod from the back-left corner of the room, dive into one of the passages on either side and take out a few turrets at a time. Kill them by edging slightly out and picking them off one at a time. Then fly across the room and take out the last couple of turrets from the other passage. After destroying all the turrets, pick up any power-ups that are left and head off down the left passage. You'll come out in a big room with three Snub Bots and three Beam Turrets. Take the first Beam Turret out by slowly edging around the corner. Now take out the Snub Bots by strafing around but be sure to stay up high so that the other Beam Turrets can't get you. There should be some power-ups in a small section off to the side of the room. Grab these and then take out the other two Beam Turrets. Now take the door at the end of the room but be careful because there are four very nasty Snub Turrets. The best way to take them out is to stay on the other side of the door, shoot one shot to open it and pound them a couple of times and hope that the

door closes before their shots get you. Now go through this room and you should come to a room that is a mirror image of the last room with the Beam Turrets and Snub Bots (so just use the same tactics again). After this room you should come back to the Hallway where the main door to the Crystal room [25] will now be open. Pick off as many turrets from a distance as possible then move down into the room and kill any other Turrets lying around. Now grab the power-ups from the back of the room and fly into the pit with the Crystal in it and collect the Beacon [26]. Now rush back into the hall that leads down into the Crystal room and wait for the beacon to run out, shooting anything that comes your way.

LEVEL 18 - RAMQAN

This guy is a bit trickier than previous boss characters but the aim is still the same - knock him down enough for the beacon to appear, then grab it and wait for your buddies to come. Immediately head up the ramp and hit Ramqan with everything you've got before he drops out of sight. Collect all the power-ups that are scattered around the room (especially the Titan missile that's up near the roof) and then look down the hole in the middle of the room. Now train your sights on the island in the middle of the lava [29] and shoot the crap out of Ramqan whenever he jumps on it, then back off and try to avoid the missile he sends at you. The missile is guided so your best bet to avoid it is to shoot it out of the sky before it can get you. After a while your life and weapon power will start getting low so now circle around behind the Ramqan's throne and you will find a secret room with a shield power-up and weapon power-up. Now drop down into the Battlroom [30] and head off into one of the two rooms on the side walls. These rooms are packed with power-ups and don't have too many baddies in them so they're great for stocking up (especially on Titans). When using your Titan missiles on him it is best to wait until he has just landed before firing the missile to avoid the problem of him jumping away before the missile has done all of its damage. After a lot of practice you should be able to pound Ramqan down far enough without getting killed so that you can grab the Beacon. It is located in the small room off to the side off the Battle Chamber that has all the computer panels in it [31]. Pick it up and stay in this room because hardly any enemies will follow you in.

LEVEL 19 - DEFEND THE POWER

This mission is very tricky because you really have to use your brain and not just your fin-



gers. You have to defend four power cores from the alien craft. This is made very difficult because each core lowers its shields and becomes vulnerable at specific times, regardless of where you are. You'll need to move very fast through the tunnels and ignore a lot of the enemies if you want to be able to collect all the pick-ups and get to the cores in time to protect them.

You appear in the first core room. The green cylinder [32] is the first of the four cores you have to protect. Don't worry about protecting this core though because the enemies attacking it are weak and will not be able to do any serious damage. Take advantage of the time to collect all the power-ups you are going to need later on. In the first room head off into the passage to your right. You will come to a room with a Laz Bot in it (don't worry about it). Take the tunnel off to the left and collect the Beam Laser and Power Pod from the next room [33]. Ignore the baddies and head down the green passageway. Take out the two tanks with three shots each from the Beam Laser. At the end of the passage you will find a Power Pod and Weapon Energy to your left. Now head down the small tunnel to your right and collect the Titan, Scatter and Solaris missiles. Head back through the main room to the room you passed earlier with the Laz Bot in it. Take the passage behind the Laz Bot and follow this around until you reach a tunnel in the floor [34]. Head down the tunnel towards the second core room. Before you enter the room take the passage that branches off to your right. Follow it along and you will find a Pine Mine and some more Weapon Energy. Head into the core room and take out any enemies you see. The core should still be covered. Drop a Pine Mine next to the core, grab the MFRL and wait for all the enemies to appear, then keep shooting them until the core is covered again. If the core was already uncovered then you were a bit slow, so hurry up. When the core is concealed, grab the Nitro and head through the door. Use the Nitro to rush through the tunnel into the third core room. Immediately drop Pine Mines at either side of the core. Before the core opens quickly head into the small pit [35] in front of the door you came in through and head into the small

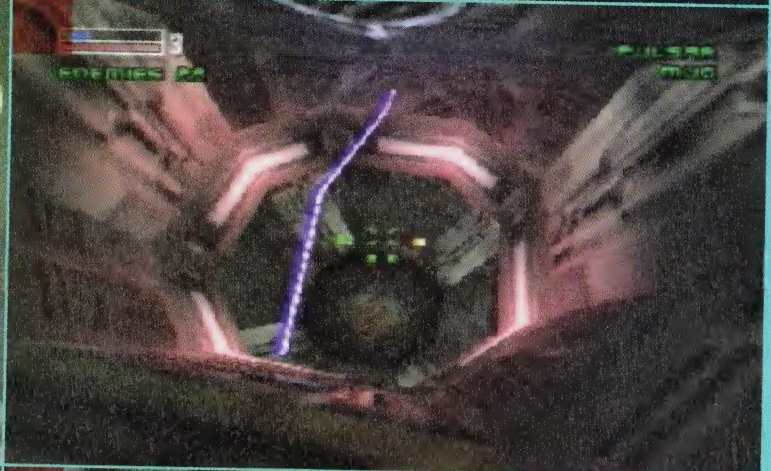
tunnel off to one side. Inside will be a small room with some much needed power-ups. Grab all of them (especially the Shield and the Golden Power Pod) and head back into the core room and go into the white tunnels and grab the power-ups. Then head back into the core room and protect the core. As soon as the core is covered again take the last tunnel. Collect the Nitro and use it to make your way quickly through the tunnel (ignoring the enemies and dodging all the obstacles jutting out of the walls). As soon as you get to the fourth core room [36] plant a Pine Mine in front of each of the three 'Hunter dispensers'. Now position yourself above the middle dispenser from where you can easily take care of the tricky enemies. All you need to do now is hold off this final onslaught of enemies for about a minute or so. Watch out for the Airmobiles and the Gravgon missiles they fire at you. Concentrate on the Hunters first and before you know it you'll have completed the mission.

LEVEL 20 - REFINERY

This level is good because it is a nice break from all the ball tearing difficult ones. It's just another destroy everything mission and there aren't many tough guys in it. As soon as you appear, turn around and head into the tunnel behind you. Kill the Shade in the tunnel, then continue along and collect the Power Pod. Now head back the way you came and kill the two Shades that have appeared in the tunnel. When you're back in the first room kill all the remaining Shades, Levi tanks and Hunters. Take the tunnel at the back-left corner of the room. Collect the orbital Pulsar and the Mugs from the room inside, then kill the fodder. Take the ramp behind the Fodder up to another room [37] with a Shield in it. Take out any Swarms you see and make your way up the next

ramp. Fly around the back of the room, take out the Hunter and you will find a passage leading down into the Primary Hub [38]. Go to work on all the enemies in here (you should find some Shades, Levi tanks and Hunters). Now grab the Weapon Energy from from the side-tunnel. Head down into the passage in the middle of the room and collect the Mugs. Continue down into the lava area. Kill the Suppressor hanging in the tunnel then be very cautious as you enter the next room [39] because there is an Airmobile in there ready to toast you with some Gravgons. Head through one of the low tunnels on your left and clear the room of all the Swarms and the Hunter. Collect the Orbital Pulsar and the Shield and head back out. Now head along the passage in front of you until you come to a 'T' junction. Take the path to the right, kill the Swarm and collect the power-ups at the end of the passage [40]. Head back and take the other passage. You'll have to destroy some Suppressors and head up into the room above. Destroy the Mech Tons and then the Levi tanks. When the last Levitank bites it the Hunters will appear. Make sure that as well as hitting them with your Pulsar lasers, you fire a Mug missile at each one. This will help kill them before they can do much damage. After killing the last Hunter you should have completed the level, if not back-track and find any strays. This is a very easy level and if you don't complete it on your first try, then you're not as good as me. Well, after doing all this you have managed to successfully fight your way through two-thirds of the game. Stay tuned for the rest of the playguide next month where we will tell you how to finish the last couple of missions and access all the secret levels.





All-Star Baseball '98 MANUAL CAMERA IN HOME RUN DERBY

This cool cheat lets you take total control of all the camera angles when you're playing the Home Run Derby. All you have to do is: Start a regular game (not Home Run Derby) and turn on the manual camera view. Now exit the game and enter Home Run Derby. Now controller 2 (or whichever one isn't used to control the players) can control the camera views, just like in the other modes.

SLOW MOTION AND FREEZE

Enter the options and pick manual camera (you need to have a controller plugged in that is not used for any team). While playing, you can use the control pad to freeze or put the game into slow motion. Push left on the pad to freeze the game and right to put it into slow motion.

GET ABDUCTED

Acclaim are obviously big fans of the X-Files because they have created a cheat that lets you play against an entire team of aliens. Enter the following word at the "Enter Cheats" screen: ATEMY-BUIK. Now start a game and choose the following stadium: Alienopolis. The second team will now be replaced by bug-eyed green aliens (from a team called the "Abductors") and you can play in a futuristic stadium called Alienopolis. Although the players' appearance will be changed, their images and abilities remain normal.

EASY HOMERS (VS. COMPUTER)

If you are a bit uncoordinated then this is the code for you because it practically guarantees that you will always get a homerun in All-Star Baseball 99: First, turn on the pitch aid on the options screen. In the game, always set up your batting marker a little below the pitching marker - so that the pitch marker is almost even with the top of your batting marker. Now, if the pitcher throws you an inside pitch, line the batting marker up so it is on the inside section of the batting marker, with the pitcher's



marker still directly even with the top of your batting marker. It should look like this: *+ . This will make you pull the ball. Do the same if the pitch is outside, only have the markers lined up like this. +* . This will make you hit the ball opposite field. If you get under it enough, you will hit a homerun, or get a base hit. Well, practically always.

EASY STRIKE

When you are pitching, if the batter squares around for a bunt and misses, he will automatically do it a second time - so make your second pitch a pitch out, by pushing the B button after you select your pitch, instead of the A button.

STATS BUG FIX

In case you are having any problems with the stats: To correct the stats errors that sometimes occur in All-Star when loading from a memory pak, simply load the stats twice. This will fix the problem.

PICK OFF BASERUNNERS EASILY

Here's how to pick off computer opponents EVERY time they reach second: Select your pitch, then wait for the stupid baserunner to edge past the umpire on the screen, then pick him off. It's that simple. This should only be taken advantage of by slackers though, because it makes the game too easy.

CHEAT THE COMPUTER

We've found a really cheap way for you all to cheat in this game: Wait until you're at bat, hit the ball anywhere, and then quickly pause the game and switch your controller to the other team. That way you can make the outfielder miss the ball, the SS not throw an easy grounder, and so on. Enjoy.

BIG HEADS, BATS AND FEET

For anyone who's wanted to have an unfair size advantage then enter this cheat: gothelium. This enables big head, bat and feet modes.

PAPER PLAYERS

The waif look must be back again this year because Iguana have included a cheat to make your players paper thin. At the cheat menu enter: prppaplyr.

Banjo - Kazooie

BIG HEAD BANJO

This is a similar cheat to the Big Head mode in Goldeneye. Just go up to the Bottles picture above the fireplace in Banjo's Home. Hit Top-C and look at the picture. Then hit R and Bottles should start talking. If you have the Jiggy from the sandcastle in Treasure Trove Cove, you can play a mini puzzle game. You have to put together the puzzle and then go back to Treasure Trove Cove. In the sandcastle, spell out BOTTLESBONUSONE. Banjo will get a big head! Spell NOBONUS to reverse it!

EXTRA LIVES IN BUBBLEGLOOP SWAMP

In the Bubblegloop Swamp, turn



yourself into the alligator (by going to see Mumbo) and then enter the nose of the giant alligator statue. Now, if you can beat Mr. Vile in his games to get the puzzle piece, you can walk out and come back in again and he will have a new challenge. This time, if you can beat him in his three games you can get 3 extra lives. The only problem is that if you lose in any of the games, Mr. Vile takes one of your lives.

20 GOLD FEATHERS

Go to the Rusty Bucket Bay entrance. To your right you will see a cave with three pipes. Break the one in the middle and go into the pipe. At the opening you will see a switch that will raise the water level once you pound it down. After you activate the switch you will have to jump out into the water and go to your right, you have to be quick because you have a limited amount of time. In the cave to your right you will find the third

spellbook which will give you the code "GOLDFEATHERS." You must enter it in the Sandcastle on the Treasure Trove Cove Level to activate the 20 feathers.

DESTROY BEAVER'S ROCK IN SPRING GLITCH

It's possible to bust the boulder blocking the Beaver's hole in Click Clock Wood on the Spring Level. If you stand up on the ledge above the rock and get at just the right angle a little to the right of the rock and drop eggs out of Kazooie's butt onto the boulder, you can blow it up. If you swim into the hole on this level it gives you some strange game glitches, and the Beaver will still beg you to move the rock even though it's gone.

FUNNIER GAME SELECT ANIMATIONS

Are you a bit bored with the same 'thumbs-up, Kazooie-comes-out-of-backpack game select opening' every time you start your game? This code (sort-of) allows you to view a new, funnier one

when you start. Before you start your game, all you have to do is watch the fish swimming around in the fish-bowl. After a while he will butt his head into the side of the bowl, causing a TOCK sound. Immediately after you hear the third TOCK sound, press A. On the first game save, Banjo will be thrown out the window and on the second the wall will spin around causing Bazooie to be chucked outside. During third game save you must listen for the BOING sound coming from the Gameboy, the third time you hear it, press A and a giant spring will come out from the bottom of the chair, launching Banjo out of the house.

100 RED FEATHERS (REDFEATHERS CODE)

Enter "REDFEATHERS" in Treasure Trove Cove world on the Sand Castle Floor after you talk to the Spell Book in Mad Monster Mansion. Your Red Feather max limit will go up to 100 (instead of 50.) Have Mumbo Jumbo turn you

into a pumpkin in the Mad Monster Mansion world. Then leave and go up the winding path where Brentilda is waiting (volcano). Now go into the small hole and follow the cave path and you'll meet up with one out of the three spell books in the game.

200 EGGS (BLUEEGGS CODE)

To be able to get 200 eggs, go to the Bubblegloop Swamps and let yourself be changed into the crocodile. Exit the level and turn to your left (Banjo's right) and go to the pipe in the back, which leads to the snow world puzzle map. When you are there, go through the pipe at the top of the hill and you will find a spell book guy. He gives you the code: BLUEEGGS, which you need to enter in the sand castle in Treasure Trove Cove. Note: This code only works if you have talked to the spell book.

BIG HANDS AND FEET BANJO

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through the first and second puzzle challenges and you will be rewarded with a code: BOTTLESBONUSTWO. This code enables big hands and feet Banjo. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

BIG HEAD AND WINGS KAZOOIE

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through the first, second and third puzzle challenges and you will be rewarded with a code: BOTTLESBONUSTHREE. This code enables big head and wings Kazooie. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

TALL SKINNY BANJO

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through

the first, second, third and fourth puzzle challenges and you will be rewarded with a code: BOTTLES-BONUSFOUR. This code enables tall skinny Banjo. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

BIG HANDS AND FEET + TALL SKINNY BANJO

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through the first, second, third, fourth and fifth puzzle challenges and you will be rewarded with a code: BOTTLESBONUSFIVE. This code enables big hands and feet Banjo + tall skinny Banjo. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

GIANT BANJO-KAZOOIE

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through the first, second, third, fourth, fifth and sixth puzzle challenges and you will be rewarded with a code: BIGBOTTLES-BONUS. This code enables big head, big hands and feet Banjo + big head and wings Kazooie. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

WASHING-MACHINE BANJO-KAZOOIE

Go into Banjo's house and look at the bottles picture using C-Up. He will start talking. Play through the first, second, third, fourth, fifth and sixth puzzle challenges and Bottles will tell you that there is no more. He's lying. Go back and play again. If you beat the puzzle you will be rewarded with another code: WISHYWASHY-BANJO. This code turns Banjo-



Kazooie into a washing-machine. Simply go back to the sand-castle in Treasure Trove Cove and spell out the code to activate it. Note: code will not work unless you have actually beaten the puzzle challenges.

REFILL ALL ITEMS

Want a quick refill of all your items? Once you have uncovered all three cheat books, simply go to the Treasure Trove Cove sandcastle and "stomp" in the following code: BLUEREDGOLDFEATHERS

Bio Freaks

CREATION DATE

This looks like a pretty lame cheat to me but if you really want to check when your copy of Bio F.R.E.A.K.S. was created, quickly press the left C Button immediately after you turn your system on (press it rapidly a few times to increase your chances). But you must stop pressing the button in order to view it. You will know if it

is done correctly by the sound of someone laughing (probably your friends).

ONE HIT KILLS/FATALITIES

These codes are for the default settings

Key:

T= press the direction towards your opponent

A= press the direction away from your opponent

LP=Left-C

RP=Up-C

LK=Down-C

RK=Right-C

Fatalities:

MinaTek: Headspit T-A-LP+LK (close)

ZipperHead: Buzzcut: T-A-A+RK (close once opponents arms are gone)

Ssapo: Headeavour: T-A-A+RP+RK (close)

PsyClown: Cut in half: T-A-A+LP+LK (close)

Sabotage: Decapiblast: T-A-A+RP (1-3 steps away once opponents arms are gone)

BullzEye: Backhandecap: T-A-A+RP (close)

***Delta:** TorsoShears: T-A-A+LK (close)

Purge: Mutilator: A-T-T+RP+RK

PAUSE SCREEN-SAVER

If you're really bored and you were silly enough to buy this game, during the game press pause. Let it stay paused for a few minutes and a screen saver will appear with the words "Game Paused" and flashing lights.

TAUNT

To taunt your opponent, press LP+RK simultaneously

FIRST-PERSON FIGHT VIEW

To switch into a first-person fight view press and hold left on the digital pad and then press the start button. To switch back, press and hold down on the digital pad and then press the start button. The code can only be performed once a fight has started.



Bust-A-Move 2

ANOTHER PUZZLE WORLD

At the main menu screen that reads, "Game Start", Time Attack", and "Options", enter the following code: L-Button, up on D-pad, R-Button, and down on D-pad. This will give you access to "another world" full of new puzzles. After inputting the code, a tiny character will appear in the lower right portion of the screen. Select "game start" and when you select "Puzzle Game", it will say another world underneath it. Press A and you'll go to another world!

BONUS CHARACTERS (VS)

Do the "another world" code at the title screen (L, up, R, down) then instead of going to the puzzle mode, go to player vs. player. Once you get there you can choose your character. Depending on how far you have got in player vs. computer, more characters will be available. If you beat the whole game then you can choose every one.

LEVEL SKIP

While playing a level, press Z, L, R, and A at the same time to skip to the next stage.

HIDDEN CHARACTERS (PUZZLE MODE)

At the Puzzle Mode screen (where you select A or B) press Left, Left, Up, Down, L, R, L, R, and then L&R at the same time. This will bring up a character select screen, in which you can select either colour dino, or one of the bosses. Be sure to press each button slowly - don't go too fast or you'll stuff it up.

Duke Nukem

THE REAL CHEATS Cheat Menu

Some of you may have noticed that the code for the cheat menu doesn't work on our Australian versions. This is because some scumbag changed the codes for the Australian release, but don't worry here are the real codes. To access the cheat menu, you have

to be at the main menu, then press: (These are done on the control pad, not the control stick) Left, down, L, L, up, right, left, up. To access the cheats you still have to be on the main menu.

***Invincibility:** R, C-right, R, L, R, R, R, left.

***No monsters:** L, C-up, left, L, C-down, right, left, right.

***All items** (including weapons and ammo): R, C-right, down, L, C-up, left, C-right, left.

***Level select:** R, L, R, C-down, right, up, left, C-up. To level skip, when you've got the level that you want on the screen, press start.

LIVING DEAD DUKE

Take a plasma cannon, and charge it up completely. Fire it at your teammate (you must be on Cooperative). While the screen is WHITE (not RED, or it's too late) press pause, and turn on invincibility, and Duke should be completely black. Now, if you want to be either a floating dead body or a "dying Duke" (yuck: he's vomiting

blood and bouncing up and down), turn on the invincibility while the screen is RED.

Forsaken

EASY WAY TO KILL MANMEK

Manmek cannot kill any enemies that are attacking directly from above, so simple stay above and fire away with what you've got.

OLD-FASHIONED LIVES TRICK

When you find the extra life pick-up you can continue to build up extra lives by doing the following: Go to the level that has the extra life, pick it up and then abort the mission (you won't lose the extra life). Repeat this until you have as many as you want then go to a save area and beat it and you can save all of the extra lives.

KILL METATANK EASILY

Do you have problems taking out the hovering Metatanks? To kill a Metatank without getting hit, go right under it, where it can't shoot you. Just keep blasting away until it blows up. Be careful though, the explosion damages your craft, so back away when the tank is almost dead.

GORE MODE

To play the game in Gore mode perform the following. At the 'Press Start' screen press: Z, Down on directional pad, C-Up, C-Left, C-Left, C-Left, C Left, C-Down.

PSYCHEDELIC MODE

To play the game in Psychedelic mode, which makes levels continuously change colours, perform the following. At the 'Press Start' screen press: A, Right Shoulder button, Left on directional pad, Right on directional pad, Down on directional pad, C-Up, C-Left, C-Down.

TURBO CRAZY MODE

To play the game in "Turbo Crazy" mode, which enables unlimited nitro boosts, perform the following. At the 'Press Start' screen press: B, B, Right shoulder button, Up on directional pad, Left on

directional pad, Down on directional pad, C-Up, C-left.

WIRE-FRAME MODE

To play the game in Wire-Frame mode perform the following. At the 'Press Start' screen press: Left Shoulder button, Left Shoulder button, Right shoulder button, Z, Left on directional pad, Right on directional pad, C-Up, C-Right.

BYPASS ANNOYING FORSAKEN ADS

To bypass those 10 minute long, annoying ads at the beginning of Forsaken 64 simply perform the following: Turn on the N64. Wait for the first opening screen. Press the reset button on your console. Now you can bypass the opening screens with the start button. This shaves a minute or so off of what is otherwise an unavoidable onslaught of ads and company titles.

Kobe Bryant's NBA Courtside

BIG HEAD MODE

Start a game in any mode. Press start to pause the game, then press the following buttons in this order: Right on the Control Pad (not the analog stick), Right on the Control Pad, Left on the Control Pad, R, Z, Start, A, Start, A, Start, Z. Don't worry about what happens as you enter the code, just keep pressing the buttons until the entire sequence is complete.

TIP: MORE FOULS, LESS BLOCKS

If you are sick and tired of getting blocked by the computer under the basket all the time, use this method. You shot for three, missed the shot, but got the rebound under the basket. Right away you thought, the DUNK, the DUNK! And they blocked you silly, two or three times in a row. Well, if it happens again, remember this. Wait a second after you have got the rebound. If you are right under the basket, tap B for the fake shot, then when they are on the way down, DUNK IT! If you are right by the little circle that indicates where you can't draw a charge any more, then just dunk it,



even if there are two guys under the net. Most likely, what will happen is they will block your elbow, you will get the foul and the basket!

DISCO FLOOR CODE

Start a game, then press pause (Start) and enter the following button combination: A, C-Up, Control Pad Down, Control Pad Up, C-Down, R, R, B, C-Right, C-Right, Z. Wow, the colours man.

HANG ON RIM

Whenever you do a two hand dunk just hold the B button and you'll hang on the rim. But don't hang for a long time or you'll get a technical foul.

WRONG PLAYERS IN REPLAY

Get into any type of game and then get it so that you can substitute players into the game. After you substitute the players in, go to replay mode and go back to any point in the game where you had the original players in. Say you had Shaq in, and he did a monster dunk, and then you substituted Dickey Simpkins (bad player) in for Shaq. In replay mode, Dickey

would be doing the monster dunk Shaq had been doing, even though he hadn't been in the game!

PLAY HIDDEN TEAMS

Code: While holding L button, select Pre-Season game with A button. Now, scroll all the way to the right. Three new teams will be playable: Nintendo, N64 and Left Field.

Off-Road Challenge

MONSTER TRUCKS

To get monster trucks, press the respective button once at the car select screen. Press again to show the default truck:

Punisher: Down-C

4x4 Monster: Up-C

Thunderbolt: Left-C

The Crusher: Right-C

SECRET TRACKS:

El Cajon Track

To access El Cajon hold Up on the controller and press the L button and the R button at the same time. You should hear an air wrench if it worked. To play the El Cajon track select El Paso and hold the Z button and press the gas button.

Flagstaff Track

When you're at the track selection screen hold Left on the controller and press the L button to access the hidden Flagstaff track. You should hear a sound of an air wrench if it worked. To actually play the Flagstaff track select Mojave and hold the Z button and press the gas button.

Guadalupe Track

To access Guadalupe hold Down on the controller and press the R button. To play the Guadalupe track select Vegas and Hold the Z button and press the gas button.

Wetrix

CHANGE FLOOR SETS

Complete all 16 practice rounds (8 1UP/CPU and 8 1UP). The background colour of the main screen will now change to red. Go to the options screen and you'll see a new option called floor. This will let you choose from many different floor sets such as the Mona Lisa and the American Flag.



**IN THIS ISSUE
BANJO KAZOOIE**



HEART OF DARKNESS



UNREAL PLAYGUIDE



TEKKEN 3

Still the King of PlayStation Fighting...

Plus

SPYRO

Full preview of PlayStation's answer to Mario 64

**The History of
FIGHTING GAMES**

From Karate Champ through to today's latest hits. Every fighting game feature's origins revealed!

HYPER»

AUSTRALIA'S NO.1 GUIDE TO
COMPUTER AND VIDEO GAMING

**OUT
12 AUGUST**



Have you got any old carts sitting around doing nothing? If so, send your details, along with the name of the carts you have, to the N64 Gamer Trader page. You can sell or trade them and then use the cash to go out and get more great N64 Gamer. Also, if you are looking for some cheap carts to pick up, this is the place to be!

N64 Trader Page
N64 GAMER MAGAZINE
78 Renwick St
Redfern NSW, 2016

NEW SOUTH WALES

Mario - to swap for Turok
Tyson (02) 42840064, Illawarra
WCW v. NWO \$60 & Clayfighter
63 1/3 \$50 - both for \$90
Ben (02) 6679 7145,
Murwillumbah
Turok, Diddy Kong, Top Gear &
Mario Kart - will swap for: World
Cup, San Fran Rush, Star Wars,
1080 or any good game.
Tom (02) 94992573, Sydney, Killara
Turok, Goldeneye and Yoshi - will
swap for: Forsaken, ISS 64 or any
good game
Michael (02) 94992759, Sydney,
Killara
Doom \$50 & Wayne Gretzky
Hockey \$50
Daniel (02) 96724304 (after 3.30)
Duke and Mario Kart - will swap
for: Mario, Goldeneye and Turok
Adam (02) 66227763, Lismore
Mario Kart \$60, or swap for
1080 or Forsaken
Rayman (02) 47822732,
Katoomba

Hexen and Star Wars - will swap
for: Quake, Duke, Goldeneye or
Turok
Hunter (02) 66554402, Coffs
Harbour
N64 games \$45 - \$75
Michael (02) 99874324
Diddy Kong Racing \$65,
Mario Kart 64 \$65. Will swap for
other N64 games.
Zac (02) 94175554
San Fransisco Rush \$60, Killer
Instinct Gold \$45, Lylat Wars \$60.
Michael (02) 42266039
Wollongong
Top Gear Rally \$60, Diddy Kong
Racing \$50. Will swap for
Lamborghini 64, Goldeneye, WCW
Vs Nwo, Wave Race. Also, Super
NES \$60. Super NES games: Super
International Cricket, Super Mario
All Stars, Bomberman 3 - All \$20.
Mitchell Hinds (02) 46253955
Glen Alpine
Blast Corps \$40, Tetrisphere
\$40.
Matt (02) 66867170 Ballina

Snowboard Kids \$50. Will
swap for controller pak + one
controller.
(02) 99491541 Fairlight
F1 Pole Position \$50. Will
swap for Diddy Kong Racing,
Mario 64, Fighters Destiny or
1080 Snowboarding.
Matt Wright (02) 96296885
Kellyville
Shadows of the Empire \$60,
Super Mario 64 \$50. Will swap for
ISS64 or Wayne Gretzky's.
Tim (02) 59777320 Somerville
Atari Lynx 2 + 4 games and
power adaptor wanted to swap for
Duke Nukem 64, or sell for \$50.
Daniel (02) 43846987 After 4pm
Terrigal
Clear Gameboy and Donkey
Kong Land wanted to swap for
1080 Snowboarding or Laylat Wars.
James Burke RMB 1645 Via
Gundaroo Tallagandra Lane, NSW
2620
Snowboard Kids
\$30, Diddy Kong Racing \$40,



Stephen Burrows sent us this fine piece of parody. Thanks Stephen!

Blast Corps \$40. Will swap for World Cup '98, Crusin USA, Tetrisphere, 1080, Rampage, All Star Baseball '99 or Lamborghini 64.

Keith (02) 97183983 Belmore
Goldeneye \$60, Diddy Kong Racing \$60. Will swap for Forsaken, ISS64 or Duke Nukem 64.

Anthony Lee (02) 43933849 Gorokan

Duke Nukem \$50, Quarterback Club '98 \$65 - will swap both for 1080 Snowboarding or All Star Baseball '99. (If there are cheaper prices for these games in the mag then I may change prices).
Paul (02) 96396872, Sydney

VICTORIA

Snowboard Kids - will swap for: Goldeneye or WCW v. NWO Damon (03) 59831400, Mornington Peninsula

To swap or sell: Diddy Kong, Goldeneye, Nagano Olympics, Mario and NBA hangtime - Wanted: 1080, Fifa: Road to

World Cup, Kobe Bryant's Basketball, NHL Breakaway, San Fran Rush, World Cup Glen (0351) 696628, Boolarra

Rampage \$75 - will swap for Killer Instinct, Mace, Fighters Destiny or NBA Hangtime Ninos (03) 93021820, Melbourne
Lylat Wars \$60, San Fran Rush \$65 - will swap for 1080 or WWF Warzone

Nick (03) 98362243, Camberwell (Mobile - 0412568192)

Yoshi's Story \$50, Mario \$60 - will swap for Mario Kart or Goldeneye

Mark (03) 59892026, Mornington, Peninsula

Doom 64 \$85, or swap for any sports game.

Shane Grainger (03) 97406818 Reservoir

Yoshi's Story \$90, Lylat Wars \$80, Shadows of the Empire \$75. Will swap for WCW Vs Nwo, Goldeneye, Mace, Quake or Rampage. I'm also looking for a used memory pak.

Brendan (03) 58655230 Shepparton

Mario 64 \$50, Shadows of the Empire \$45. Will swap for ISS64, Fighters Destiny, Mortal Kombat Mythologies or San Francisco Rush.

Rodney (03) 51671989 Yallourn North

Fifa '98: Road to the World Cup \$75, WCW Vs NWO \$75 or both for \$135. Will trade for other games

Boris (03) 95850439

Super Mario 64

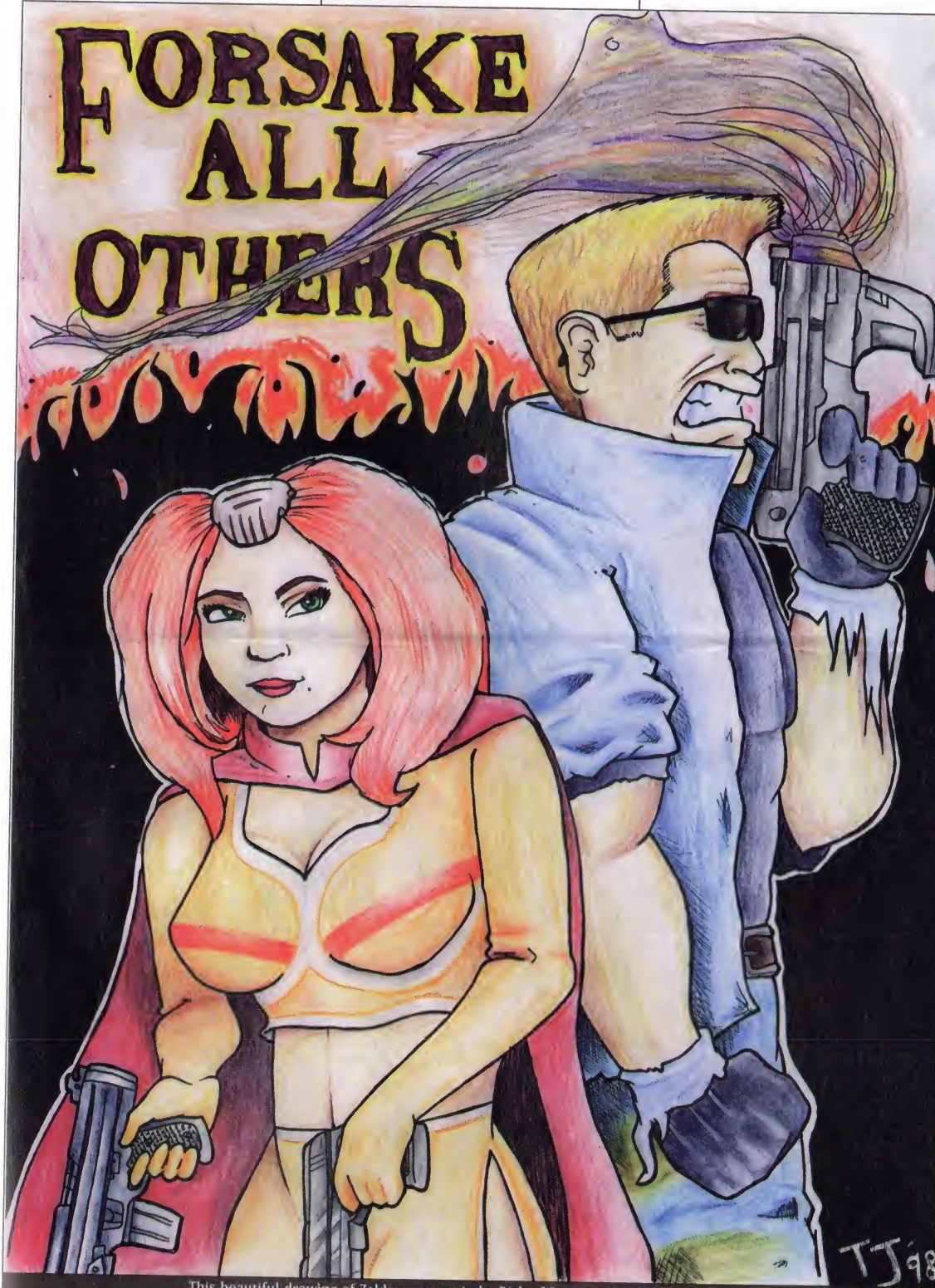
\$65 Mint condition

(03) 95518872 Dingley

Shadows of the Empire \$60. In mint condition with manual. Will swap for Mario 64 or WCW Vs NWO. Games must have manual. Chris (03) 9859 4020

Shadows of the Empire. Will swap or sell for any good game. Damian Pedler 36 Acacia Drive Mildura, Vic 3500

Turok, Blast Corps, Wave Race, Pilotwings, Top Gear Rally. Will swap these games for the following: Shadows of the Empire, Lylat Wars, Lamborghini 64, Formula 1 Pole Position 64 or Duke Nukem 64.



This beautiful drawing of Zelda was sent in by Rick of Rosemeadow NSW. Nice work!

Adam Cox (03) 9481 8819
Northcote

Bomberman \$35 as new.
David (03) 94044044

Extreme G \$75, Mad Catz
Steering wheel \$120

Trent (03) 52584280, Lonsdale

Yoshi's Story \$65.50 and
Goldeneye \$50-60 - will also swap
for Wayne Gretzky's, Lylat Wars,
Bomberman, 1080 Snowboarding
or Mortal Kombat Trilogy or any
other good game.

Patrick (03) 98905491

Mario Kart - swap for Quake or
Yoshi's Story

Troy (03) 50230690

SOUTH AUSTRALIA

Goldeneye \$55, Doom 64 (USA
Version) \$30, Gray N64 controller
with box \$25.

Chris (08) 9409 7733

Top Gear Rally, Mario Kart 64,
Blast Corps. Will swap for
Lamborghini 64, WCW Vs NWO,
Turok, Goldeneye, World Cup '98,
Mario 64 or any good Game Boy
games.

Nick (08) 8379 5832

Goldeneye \$60, Lylat Wars \$50
or will swap for Mario 64, NHL
Breakaway, San Francisco Rush or
NBA Hangtime.

Tyrone (08) 87256964 Mt.
Gambier

Crusin USA \$50 (South
Australian buyers only, please)
Andrew (08) 8520 2713

Diddy Kong Racing \$65 mint
condition. Will swap for another
N64 game.

Rodney (08) 82622351

N64 - \$140, 3 control pads \$30
each, 2 extender cords \$13 each,
Goldeneye 007 \$45, US NTSC ver-
sion of Doom 64 \$35 or all for
\$300, Buyer must send money first.
Chris (08) 9409 7733

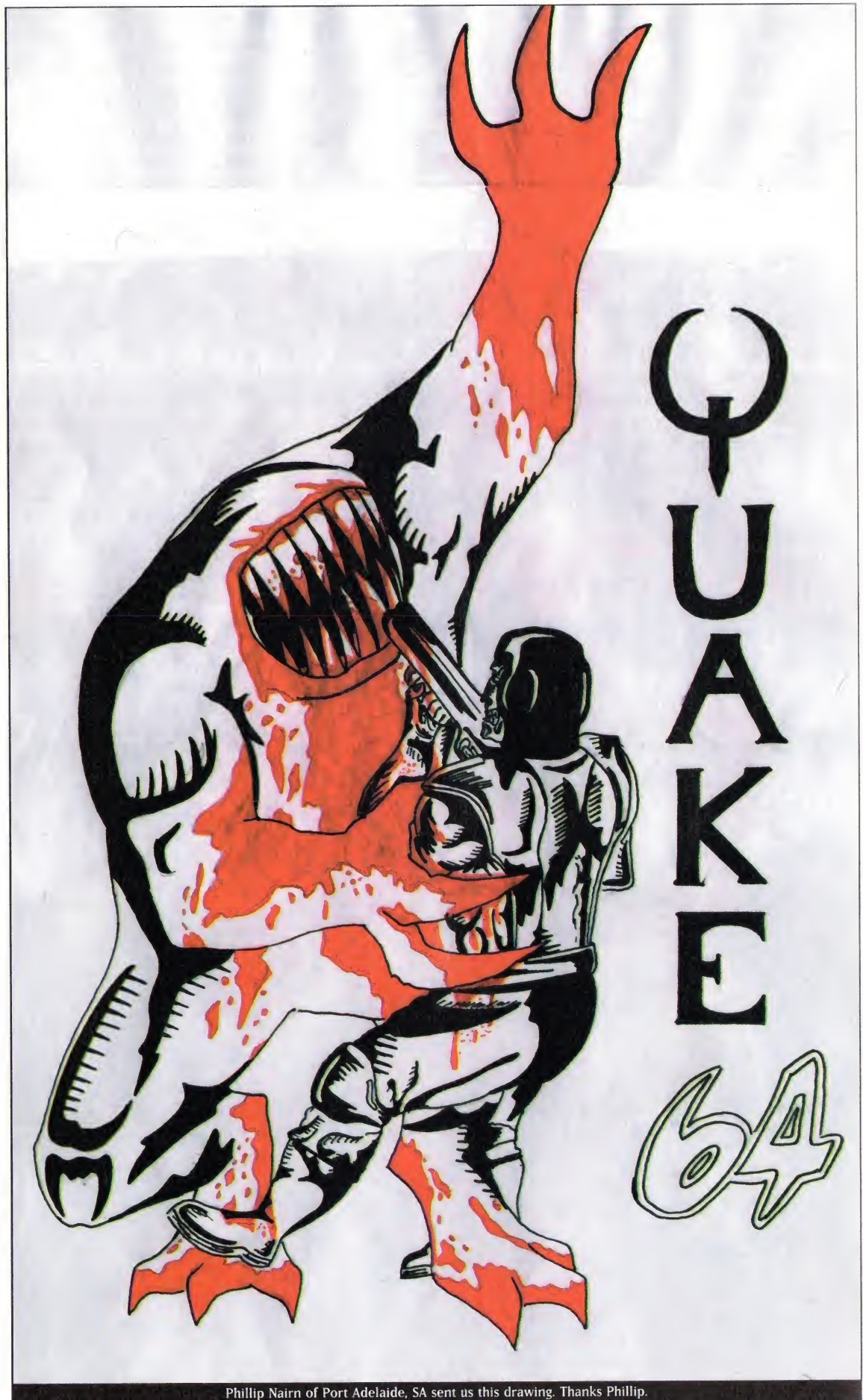
QUEENSLAND

Diddy Kong \$40, Bomberman \$40
Brett (07) 32455774, Brisbane

NFL Quarterback \$67, San
Fran Rush \$57, KI Gold \$47 (all
prices include postage to any-
where in NSW or QLD)

Matt (07) 55946299, Gold Coast

To swap: Wave Race, Diddy
Kong - Wanted: Fighters Destiny,
1080, GT Racing, Rampage or any



Phillip Nairn of Port Adelaide, SA sent us this drawing. Thanks Phillip.

good sports game
ph (07) 54267042

Pilotwings \$40 - will swap for
Turok, Goldeneye, Doom, Quake
or Snowboard Kids

Richard (07) 32653714, Brisbane

Top Gear Rally \$50

Travis (07) 49861242

Bomberman 64. Swap for
Rampage or any other good N64
game.

Cameron Grant (07) 33713593

Mario Kart 64 \$45, Lylat Wars

(without rumble pak) \$45, Wave
Race \$50, Goldeneye \$60,
Lamborghini 64 \$60, Fighters
Destiny \$60. All perfect condition.
Will swap for NBA Hangtime,
NHL Breakaway, Forsaken, ISS64,
San Francisco Rush or Mortal
Kombat Trilogy.

Chris (07) 46621676

Mario 64 and Blast Corps to
swap for Diddy Kong Racing.
Other N64 games considered. Also
after a SNES console with Super

Metroid, Zelda and other RPG's.
Carl (07) 41689843

Shadows of the Empire \$55,
Wave Race \$55. Will swap for
WCW Vs NWO, 1080,
Snowboarding Kids or NHL
Breakaway

Kurt Vogel (07) 54446179
Sunshine Coast

Mario 64 \$60, Goldeneye \$70,
Forsaken \$90. The lot for \$200. All
boxed with instructions and in mint
condition.

Grant Lemman (07) 47794643

Red Gameboy Pocket, with
camera and printer \$200 - will also
swap for Kobe Bryant's Basketball
and WWF Warzone. Logic 3 carry
case \$50.

Mark (07) 38070139

WESTERN AUSTRALIA

Wanted: 1080, San Fran Rush,
Lamborghini, Wayne Gretzky's
Hockey

Ph (08) 95356729, Mandurah

Nagano Olympics \$50 and
Lylat Wars \$50 - will also swap
Ph (08) 94461328, Perth

Mario Kart 64 \$45. Will swap
for 1080, Top Gear Rally or Wave
Race.

Evan (08) 91915258 Fitzroy
Crossing

Mario 64 \$65, Clayfighter \$60,
Diddy Kong Racing \$75, or \$195
for the lot.

Wanting to buy cheap games like
Bomberman, Yoshi's Story, SF
Rush etc.

Cameron Archibald (08) 97251145
Clifton Park

Crusin' USA, Diddy Kong
Racing wanted to swap for WCW
Vs NWO and Goldeneye.

Matt (08) 85692171

Game Boy console + Mario's
Baseball and Nigel Mansell's
Racing wanted to swap for any of
these N64 games: Forsaken,
Mission Impossible or 1080
Snowboarding

Ben Hoskins (08) 97568905
Dunsborough

Chameleon Twist \$60, Diddy
Kong Racing \$65, Super
Marioland 2 (Game Boy) \$45.
Jeremy Hoglin (09) 98211195

Extreme G, Lylat Wars (with
rumble pak), Duke Nukem 64. Will
sell or swap for: Turok, Mario 64,
Top Gear Rally, WCW Vs NWO or
Wayne Gretzky's Hockey.

Russell Porter 9386 1102
Nedlands

TASMANIA

Lamborghini 64, Extreme G.
Will swap for WCW Vs NWO, Top
Gear Rally, Fifa '98: Road to the
World Cup, Mario Kart 64 or San
Francisco Rush. Also looking to
buy cheap games.

Zak (03) 62253172 Hobart



This little piece of potty-moth was sent in by Nathan Davies. Apologize to all the nice people Nathan.



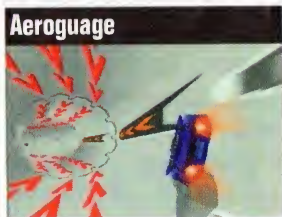
1080 Snowboarding

Graphics 4 • Sound 4 • Gameplay 4

Racing • 1-2 players • Nintendo • Rumble • \$99.95

• One of the best, if not the best, racing/sports games on the N64. Incredibly realistic graphics and great spot effects, like lens flare, courtesy of the N64's hardware, make this game a dream to look at. On top of that it handles like you'd expect a real snowboard to handle. A definite purchase, even for those who don't like the sport.

Overall 9



Graphics 3 • Sound 2.5
Gameplay 3

Overall 6.5

Racing • 1-2 players • Nintendo
No Rumble • \$99.95

• The free-floating Wipeout-style driving is a nice concept for a racing game, but somewhere along the way it all falls to pieces. A huge amount of pop-up, overly hard opposing drivers and a lack of realism in the crafts handling make this a game that's best left for hiring on weekends.



Graphics 3 • sound 3.5 •
Gameplay 3

Overall 6.5

Racing/Sports • 1-2 Players
Nintendo • No Rumble • \$79.95

A rather good graphics engine, and the ability to board over any obstacle in the game make Airboarders sound like one cool game. Unfortunately, the game falls down from there, with little replay value, no Vs CPU option and a racing engine that grows boring very quickly. It's worth a look for the game's great, open courses and the cool tricks you

can pull off but it all grows tiring very quickly.

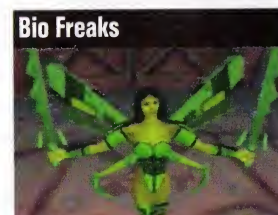


Graphics 4 • Sound 3.5
Gameplay 3.5

Overall 8.5

Racing • 1-4 Players • Activision
Rumble • \$99.95

• Definitely the best looking racer on the N64, Lambo 64 just seems to lack a little passion and speed in its driving engine. The control is overly sensitive, with the analogue controller overreacting at the slightest touch. Still, it's great fun multiplayer and the really smooth visuals and great engine noises make this a game that's definitely worth a look.



Graphics 3 • sound 2.5 •
Gameplay 2.5

Overall 7

Fighting • 1-2 Player
GT Interactive • No Rumble

Without a doubt the most violent and bloodthirsty game on any console, Bio Freaks is a nice mix of air and land-based 3D fighting. The game's good combo engine

is overshadowed by the cheap 'n' nasty projectile weapons each character has, as you hardly ever get the chance for some real, beefy up-close combat as the cheap moves are too irresistible not to use. Worth a look just to see how far programmers can push the game's censorship board...

Blast Corps



Graphics 4 • Sound 3.5
Gameplay 3.5

Overall 8.5

Puzzle/Strategy • 1 Player
Nintendo • No Rumble • \$59.95

• A totally original game, Blast Corps calls on you to take control of 10 different vehicles from bulldozers to huge mechanical robots and then lay waste to endless buildings and cities. There's a lot of strategy and thinking to be done on how to destroy buildings, and which ones to clear first, so that a runaway nuclear carrier can travel through the cities safely. Great graphics see the game through its more repetitive moments.



Graphics 2 • Sound 3
Gameplay 4

Overall 8

Puzzle • 1-2 Player • Roadshow
No Rumble • \$99.95

• You may laugh at the sad graphics but Bust-A-Move 2 relies on its solid puzzle gameplay that's been tried and tested on many formats before the N64. Shoot coloured balls at other coloured balls - sounds simple but this game will be the result of many sleepless nights and a general fall in gross domestic revenue as normal hard workers take sickies just to play endless hours of this game.



Graphics 2.5 • Sound 3
Gameplay 4

Overall 8

Puzzle/Platform • 1-4 players
Nintendo • Rumble • \$59.95

• A bit of a disappointment for those looking to relive the good old days of Bomberman on the SNES. The single player game is a tad boring, with aimless wandering making up the bulk of its gameplay. Multiplay though, is still where Bomberman shines. No more need for a multi tap adaptor. Four players can 'plug in and play' in a game that still has similar gameplay to the SNES version - great fun.

Chameleon Twist

Graphics 2.5 • Sound 2.5
Gameplay 3

Overall 6.5

3D Platform • 1 Player • Nintendo
No Rumble • \$59.95

• As a single player platform game, Chameleon Twist has some novel additions to the genre. Besides that the game features some very bland graphics, forgettable sound and is over way too soon. A choice of multiple paths through the game is good but that doesn't save the game overall.

Clayfighter 63 1/3



Graphics 2 • Sound 3
Gameplay 2

Overall 6

Fighter • 1-2 Players • Roadshow
No Rumble • \$99.95



All Star Baseball '99

Graphics 4.5 • Sound 4.5 • Gameplay 4.5

Overall 9

Baseball • 1-4 players • Roadshow • Rumble • \$99.95

• This, without a doubt, is the best baseball game available anywhere today. Photo-realistic graphics that'll start you drooling, excellent speech and sound combined with incredibly simple, yet deep gameplay make this a game for those out for a quick hit and others who want to play a complex full season game. A must for sports fans.

Poo - Crap Game New Game

• This game is worth the rent price just so you can see how silly it looks and sounds. Although it has a reasonable fighting game engine, the graphics and sound make you forget about taking that part of the game seriously. Great for 5 year olds, but if you give the game to anyone older then you'll be seriously pushing your relationship.

Crusin USA

Graphics 3.5 • Sound 2
Gameplay 2

Overall 6

Racing • 1-2 players • Nintendo
No Rumble • \$79.95

• One of the first games promised for the N64, Crusin USA appeared to be a serious rush job to an angry market of gameless N64 owners. An often choppy frame-rate combined with a poor driving model and unwanted censorship (you can't score road-kill on cows etc) left this game a real disappointment. Even the two player mode sucked.



Graphics 2.5 • Sound 2.5
Gameplay 2.5

Overall 6.5

Fighting • 1-2 Players • GT Interactive
No Rumble • \$99.95

• The first game to run at a smooth 60 frames, Dark Rift is a average fighter that looks a little



Diddy Kong Racing

Graphics 4.5 • Sound 3.5 • Gameplay 4
Racing • 1-4 Players • Nintendo • Rumble • \$79.95

Overall 9

• DKR's single player game totally slams Mario Kart's by comparison, as the variety of gameplay and tracks is much wider than anything seen in Nintendo's in-house game. A great driving game with a huge adventure mode that boasts tons of tracks, hidden characters and secrets, plus it packs such a challenge that it will have you playing for weeks. It's a great game that's typical of the quality we have come to expect from Rare.

dirty and dark in the visual department. Some characters are fun to use, but fighting game freaks will tire of the game's characters and their somewhat limited combo system quickly.

Doom 64



Graphics 4.5 • Sound 3.5
Gameplay 4

Overall 8

3D First Person Shooter • 1 Player
Gt Interactive • No Rumble • \$99.95

• While not as pretty as Goldeneye or Turok, Doom 64 is an excellent conversion of the PC classic and retains all of the atmosphere that made the PC game such a hit. Silky smooth frame-rates and brilliant sound effects really help you blend into the doom world. The fact that the game uses 2D sprites for its monsters is its only real downfall.

Dual Heroes

Graphics 1 • Sound 1
Gameplay 1

Overall 2

Fighting • 1-2 Players • Nintendo
No Rumble • \$59.95

• This game hasn't been given the title of worst Nintendo game ever for nothing. Ugly textures, horrid character design and earplug inducing sounds are some of the main reasons. Yuk!

Duke Nukem 64



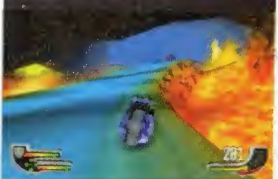
Graphics 3.5 • Sound 3.5
Gameplay 3.5

Overall 8.5

3D First Person Shooter • 1-4 Players
Gt Interactive • No Rumble • \$99.95

• Again, this ain't no Goldeneye but Duke has his fair share of really enjoyable gameplay. Great weapons and meaty sound effects make you forget about the ugly 2D monsters. Special mention goes to the multiplayer mode, which is some of the best fun a couple of friends can have on the N64. Totally overpowered weapons make for some great, cheap, one-sided victories!

Extreme - G



Graphics 3 • Sound 3
Gameplay 3

Overall 7.5

Racing • 1-4 Players • Roadshow
No Rumble • Price: \$99.95

• Another Wipeout clone that fails to capture any of the atmosphere of the popular Playstation title. The game really does have some speed in it, but the fog,

poor visibility and drab colour palette let the game down a fair bit. The game's weapons are also a non-event, with nothing exciting to speak of. Fans may like it, but be sure to rent first.

Fifa Soccer 64

Graphics 2.5 • Sound 3
Gameplay 2

Overall 6

Soccer • 1-4 Players
Electronic Arts • No Rumble • \$99.95

• As usual, the first installment of a game is usually the worst, and Fifa 64 is no exception. Shoddy frame rate, blurry visuals and players that move like clock work make this game a pretty forgettable experience.

Fifa: Road to World Cup '98



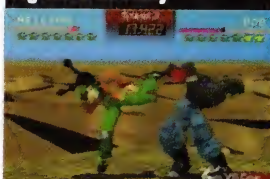
Graphics 3.5 • Sound 4
Gameplay 3.5

Overall 8

Soccer • 1-4 Players
Electronic Arts • No Rumble • \$99.95

• A much better attempt at soccer, this Fifa game features the full soccer license, better graphics and great sound effects and music. The frame-rate is still a little slow at times, but the game is more than playable and a good game in its own right. The indoor games are a good addition, offering a new concept for soccer, and they run a tad smoother than normal games.

Fighters Destiny



Graphics 3.5 • Sound 3.5
Gameplay 3.5

Overall 8.5

Fighting • 1-2 Players • Roadshow • Rumble • Price \$99.95

• The first real fighting for the N64, Fighters Destiny has good characters, great moves and new concepts, like the ability to learn new moves and even take moves from your opponent in two-player mode. The visuals, although a little blurry, are smooth and well drawn. The game's fighting engine and combos will keep fighting game freaks busy for a long time to come.

Formula 1 Pole Position



Graphics 3 • Sound 2
Gameplay 3

Overall 7.5

Racing • 1 Player • Ubisoft
No Rumble • \$99.95

• The first F1 game for the N64 has over 16 tracks, 10 different drivers and teams and plenty of options to tweak and modify your cars on track. Still, it lacks something to make it a real F1 sim. Overly sensitive control,

unrealistic crashes and an overall feeling of 'yeah so what' are the impressions you're left with after playing this game. Rent it first.

GT 64



Graphics 2 • Sound 2.5 •
Gameplay 3

Overall 6

Racing • 1-2 Players
Roadshow • Yes Rumble • \$ 99.95

What could have been the best racer on the N64 turned out to be a mediocre driving game at best. Choppy frame rates, blurry visuals and a difficult driving engine really stop this game from going anywhere. Make sure you rent this game before you even think of buying it.

Hexen



Graphics 2.5 • Sound 2
Gameplay 2.5

Overall 6

3D First Person Shooter • 1-4 Players
Gt Interactive • No Rumble • \$99.95

• The problem with this game is that it has to compete with games like Goldeneye. Jerky frame-rates, blurry, bland textures and a relatively boring range of weapons and storyline make this game a distant second to Doom, Quake and Duke Nukem. The multiplayer is almost unplayable, so if you must play it, make it a rental.

Killer Instinct Gold



Graphics 3 • Sound 3.5
Gameplay 3

Overall 6

2D Fighter • 1-2 Players • Nintendo
No Rumble • \$59.95

• As an arcade conversion Killer Instinct is top class, with lovely, huge sprites and excellent 3D backgrounds that scale in and out smoothly as the fighters kick each other's butts. It is a little dated though, but the game has a huge amount of options, so it's worth a look for fighting game fans.

Forsaken

Graphics 4.5 • Sound 3.5 • Gameplay 4
3D Corridor Shooter • Roadshow • Rumble • \$99.95

Overall 9

• The first real second generation game, Forsaken has awesome lighting, brilliant graphics and an excellent four-player mode. The missions are complex and will take a while to finish and the ability to use CPU players in multiplayer mode means you don't need friends for a deathmatch. If you like 3D corridor shooters, then it's an essential purchase. If not, still take a look at it.



Goldeneye

Graphics 4 • Sound 4 • Gameplay 4.5
Overall 9.5
3D First Person Shooter • 1-4 Players • Nintendo • Rumble • \$79.95
 • The best shooter on the N64, Goldeneye puts you in a game where you can sneak around like a secret agent, capping soldiers silently and accomplishing missions without being detected. Great weapons and an awesome graphics engine help an already brilliant game to become one of the best games on the N64. Its multiplayer mode will be responsible for many late nights.



Graphics 4 • Sound 3.5
Gameplay 3
Overall 8
3D Basketball • 1-2 Players
Nintendo • Rumble • \$99.95
 • A nice looking 3D basketball game that has smooth animation and a near faultless graphical appearance. The gameplay's a little on the slow side, but the large amount of options and the multiplayer game more than make up for this.

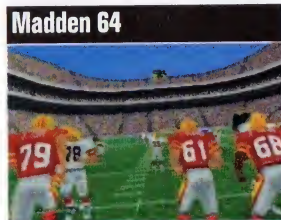


Graphics 3.5 • Sound 3.5
Gameplay 3
Overall 9
3D shoot 'em up • 1-4 Players
Nintendo • Rumble • \$99.95
 • As a shoot 'em up, Lylat Wars is a fairly good mix of action that tries to live up to a tired old genre. The graphics are quite good, although a little sparse and lacking detail in places. Four player games are good fun, if not a little behind the standard in Mario Kart and Goldeneye. With a Rumble Pak strapped together

with the game, Lylat Wars is really terrific value for the price.



Graphics 3.5 • Sound 3.5
Gameplay 3.5
Overall 8
3D Fighter • 1-2 Players
GT Interactive • No Rumble • \$99.95
 • As an excellent conversion of the arcade game, Mace has some of the best visuals on the N64, although the game has problems with the animation of the fighters. The combo system is a little lacking but the gore in the game more than makes up for this. Dice and slice limbs and heads off to your hearts delight - oh yeah!



Graphics 3.5 • Sound 3.5
Gameplay 4
Overall 8.5
American Football • 1-2 Players
Electronic Arts • No Rumble • \$99.95
 • Although it runs in a lower-res than Quarterback Club, Madden 64 has hyper-smooth visuals and great gameplay to match. The



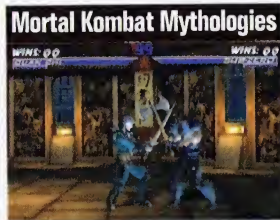
Mario Kart 64

Graphics 4 • Sound 3 • Gameplay 4
Overall 9
Racing • 1-4 Players • Nintendo • No Rumble • \$99.95
 • The game is a real beauty. Great graphics, excellent gameplay, those cute Nintendo characters we all love and a brilliant multiplayer game wrap up one of the best games on the N64. The sheer fun this game delivers makes it a totally essential purchase. The single player game is lacking in depth and replay value, but plug in a few extra pads and the game really shines.

sound and commentary are also quite good, but you may have to be a fan of the sport to get real enjoyment out of this game.



Graphics 3.5 • Sound 3
Gameplay 4
Overall 8
2D Platform • 1 Player • Nintendo
No Rumble • \$59.95
 • Even though it's a bog-standard 2D platform game, Mischief Makers has a lot of charm in its design that's supported by great 2D visuals. Huge bosses, excellent graphical effects and solid gameplay make up a great all-round title that's recommended for those who remember the great days of SNES platforming.



Graphics 2 • Sound 2
Gameplay 2
Overall 6
2D Platform • 1 Player • GT Interactive
No Rumble • \$99.95
 • Sad animation for Sub-Zero, boring backgrounds and repetitive gameplay stop what could

shoddy animation - and that's what you get. A tired fighting game that will only appeal to fans of the series. Try Mace instead.



Graphics 3 • Sound 2
Gameplay 3
Overall 7.5
Racing • 1-2 Players • Roadshow
Rumble • \$99.95
 • This certainly isn't the best looking racing game on the N64, as it has plenty of fog, dithered, washed out textures and very samey-looking tracks. But MRC has a good deal of playability to it. The cars handle well, but lack the great power slides we all love to see. It's an average racer that is worth a look for fans of the genre.



Graphics 2.5 • Sound 4
Gameplay 3
Overall 6
3D Basketball • 1-2 Players
Nintendo • Rumble • \$??
 • Appropriately re-named 'NBA in the Blurr '98' this game will leave your eyes strained and tired after a few minutes play. On top of that, its gameplay isn't



Int. Superstar Soccer 64

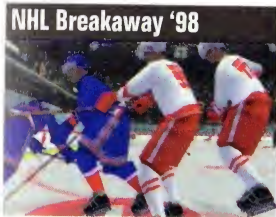
Graphics 4 • Sound 4 • Gameplay 4.5
Overall 9
Soccer • 1-2 Players • Nintendo • No Rumble • \$99.95
 • Great gameplay that actually makes you feel like you have a huge amount of control over your player and team, smooth frame-rates and excellent player animations combine to make this the best soccer game on the N64. Even the sound is top notch. If you love soccer then get this game.

that great either. Sound though, is the game's main strength, but even with this positive side you'd be better off getting Courtside.

abilities make up for the slight lack of smoothness in the gameplay. May not have the goods to convert non-hockey fans though.



NBA Hangtime
Graphics 2.5 • Sound 2.5
Gameplay 2.5 **Overall 8**
2D Basketball • 1-4 Players
GT Interactive • No Rumble • \$99.95
• Stylish, well drawn 2D characters and slick, arcade gameplay make this a game for those looking to sink a few, quick hoops. Not much strategy involved here, but the multiplayer game is a blast when a few friends come over. Definitely not for sim fans.



NHL Breakaway '98
Graphics 4 • Sound 4
Gameplay 3.5 **Overall 8.5**
3D Hockey • 1-2 Players • Roadshow
No Rumble • \$99.95
• Great graphics and sound that you've come to expect from Iguana, combined with good gameplay, make this the best Hockey game on the N64. Plenty of options and player trading



NFL Quarterback Club '98
Graphics 4.5 • Sound 3 • Gameplay 4 **Overall 9**
American Football • 1-2 Players • Roadshow • Rumble • \$99.95
• The graphics in this game are technically the most impressive on the N64 and the gameplay is no slacker either. The full license for the NFL, plenty of stats and figures to change and a huge amount of offensive and defensive plays make this a sports sim lover's dream. The gameplay's not as fluid as Madden, but it's still the best American Football game on the N64.



Pilotwings 64
Graphics 4 • Sound 2
Gameplay 4.5 **Overall 8.5**
Flight sim • 1 Player • Nintendo
No Rumble • \$??
• Plays and looks just like the real thing (even if the frame-rate is a bit jerky at times), provides you with a real sense of immersion. You'll spend plenty of time exploring the huge maps (largest seen in any N64 game), and gasping at the effects Nintendo have stuffed in. This one has the goods to convert anyone into a flight freak. Just a pity there weren't more vehicles.



Quake 64
Graphics 3.5 • Sound 3.5
Gameplay 4 **Overall 8.5**
3D First Person Shooter • 1-2 Players
GT Interactive • Rumble • \$99.95
• The monster PC hit arrives on the N64, a little ragged around

the edges, but still a highly playable conversion. The sound and graphics provide great atmosphere, although the 2 player mode really sucks. It's long, hard and addictive, so you'll be stuck at it for weeks until you have fragged every monster.



Rampage
Graphics 2.5 • Sound 3
Gameplay 3 **Overall 6**
2D Beat 'em up • 1-3 Players
GT Interactive • Rumble • \$99.95
• A conversion of an ancient game that really should have stayed at the arcades. Great fun with a few friends punching the crap out of each other, but the single player game is dire and boring after only a few levels. Very repetitive to say the least.



Robotron
Graphics 1 • Sound 2
Gameplay 2 **Overall 5**
3D shoot 'em up • 1 Player
GT Interactive • No Rumble • \$99.95
• Purely mindless shooter that plays on your memories of retro games in order to get an audience. Shabby, ugly visuals together with brain dead gameplay make this a no-brainer to say the least. I'll have to kick Mithra in the butt for giving it 5...



San Francisco Rush
Graphics 4 • Sound 3
Gameplay 4 **Overall 9**
Racing • 1-2 Players • GT Interactive
Rumble • \$99.95
• An excellent new theme on racing (driving over buildings instead of around them) and a great graphic engine make this one of the best racing games on the N64. You'll be at it for ages trying to find the most insane jumps and shortcuts, while the two-player game will create plenty of rivalry between friends.



Super Mario 64
Graphics 5 • Sound 4.5 • Gameplay 5 **Overall 10**
3D Platform • 1 Player • Nintendo • No Rumble • \$??
• Awesome, incredible level design, great, catchy music and the little plumber we all love (or hate!) make this arguably the best game on the N64. It's 15 different worlds will astound you with their brilliant imaginative design and the 120 stars will take a good deal of time to find. If you own an N64 and don't have this game then you should be shot! So rush out and get it!



Shadows of the Empire
Graphics 2.5 • Sound 3
Gameplay 2.5 **Overall 6**
3D Shooting/Platform • 1 Player
Nintendo • No Rumble • \$79.95
• A total shame and 'blasphemy' to the name of Star Wars, Shadows has some of the dodgiest gameplay yet seen on the N64. With a mix of shoot'em up, doom-style and flight-sim gameplay, Shadows tries to be many games but succeeds at none. Although great fun for the little ones, Shadows is not recommended for experienced gamers.



Snowboard Kids
Graphics 4 • Sound 2.5
Gameplay 3.5 **Overall 8**
Snowboarding • 1-4 Players
Nintendo • Rumble • \$59.95
• A great spin-off from the traditional snowboard game, SBK provides some great, colourful visuals, weird but cute character design and a good multiplayer mode create a very good all-round game. You can perform tricks, but most players will stick to using the 'Wipeout-style'

weapons on other players.



Tetrisphere
Graphics 2.5 • Sound 4
Gameplay 3.5 **Overall 8.5**
Puzzle • 1-2 Players • Nintendo
No Rumble • \$99.95
• A new 3D concept brings to life to the old 'Tetris' gameplay on the N64 with surprisingly good results. Mix and match bricks over a huge 3D sphere in order to release little guys held captive inside - sounds simple? Well most puzzles are, and like them, Tetrisphere holds a great deal of depth to it. Even though it's a good puzzler, it's unlikely to win gamers over to the genre.



Top Gear Rally
Graphics 3.5 • Sound 3.5
Gameplay 4 **Overall 8.5**
Racing • 1-2 Players • Nintendo
Rumble • \$79.95
• TGR's graphics are some of the best on the system for a racing game, with gameplay that realistically re-creates rally driving on the N64. Troubles do arise with the car's control later in the game



Wave Race 64

Graphics 4 • Sound 3.5 • Gameplay 4.5

Overall 9

Jet Ski Racing • 1-2 Players • Nintendo • No Rumble • \$99.95

It may have borders and be a tad on the jerky side frame-rate wise, but Wave Race has some of the nicest effects and most realistic controls in any racer on the N64. The water effects will stop you in your tracks and make you gasp, as will the courses, the way the jet ski handles and the attention to detail in the game is impressive. If you love racing games, then check it out.

when you get a hold of faster cars, but it's still easily one of the best rally games on any system. Those looking for great multiplayer may be disappointed though.

Turok Dinosaur Hunter



Graphics 3.5 • Sound 3.5

Overall 8.5

Gameplay 4

3D First Person Shooter • 1 Player
Roadshow • No Rumble • \$99.95

• Kick dinosaurs' asses all the way through huge levels that are larger than anything else on a home console. The weapons in the game are arguably the best ever seen, with huge nuclear mushroom cloud effects that envelop the whole screen and make you wonder how anything survived. The game's only problems are its dreaded fog and rather limited colour palette. A game that's highly recommended.



Graphics 2 • Sound 2
Gameplay 2
3D Fighter • 1-2 Players

Overall 4

GT Interactive • No Rumble • \$99.95

• Ugly, prehistoric, voodoo-style characters get together in this sad excuse for a fighting game. It has some reasonable ideas and combo system, but they can't make up for the totally braindead gameplay.

Wayne Gretzky's 3D Hockey



Graphics 3.5 • Sound 3

Gameplay 3

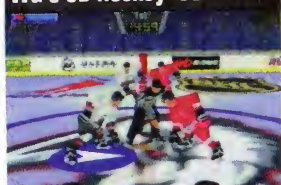
3D Hockey • 1-2 Players

GT Interactive • No Rumble • \$99.95

• A solid, highly playable, arcade-style hockey game that will appeal to the mass market. Slick, polished graphics and fast, silky gameplay make this something that even non hockey fans can enjoy. However, those looking for a simulation will be disappointed.

Overall 8

WG's 3D Hockey '98



Graphics 3.5 • Sound 3

Gameplay 3

3D Hockey • 1-2 Players

GT Interactive • Rumble • \$99.95

• Pretty much the same game as

Overall 8

Next Month...

Next month we will have the full review of what could be the Goldeneye killer of '98, **Mission Impossible**. Another current favourite in the N64 Gamer office, **F-Zero X** will also review the full reviewing treatment. **Ken Griffey Baseball** is another title due out in September that could possibly better All Stars Baseball '99 as the best baseball game on the system. Last, but not least, be sure to check out the full playguides on **Banjo-Kazooie** and the full combo guide for **Mortal Kombat 4**. Don't miss it

above, although it has a "98" slapped on the end of it. Better goalie AI and a few more options just don't cut the mustard in a sequel. If you don't own the original then check it out. Otherwise give it a huge miss.

Wetrix



Graphics 3.5 • Sound 4.5

Gameplay 3.5

Overall 8

Puzzle • 1-2 Players • Roadshow

No Rumble • \$99.95

• A great idea and spin off of the old 'Tetris' theme come alive with excellent graphics and brilliant sound. The water effects look as good as those in Wave Race, and the puzzle action is addictive and tough. A training mode is there for beginners and makes it a well balanced puzzle game.



Graphics 3.5 • Sound 4

Gameplay 3.5

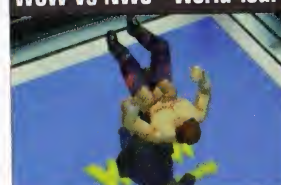
Overall 8.5

Soccer • 1-4 Players • Electronic Arts

Rumble • \$99.95

• The latest installment in the Fifa series nearly knocks ISS64 off its perch as the best soccer game on the N64. The graphics are good, but not quite smooth enough, while the animation is some of the best seen in a soccer game. The control is very good as well, but the music is way better than ISS64. Pick World Cup '98 for its license and music or International Superstar soccer 64 for its control and gameplay. Both have their merits.

WCW Vs NWO - World Tour



Graphics 4 • Sound 3 •

Gameplay 4

Overall 8.5

3D Wrestling • 1-4 Players •

GT Interactive • Rumble • \$99.95

Arguably some of the most fun you could ever have on your N64. Slam, smash and bang your opponents all 'round the ring with excellent 3D visuals providing realistic wrestling action. A little bit limited in single player mode, but plug in a few extra pads and you'll have the time of your 'gaming' life bashing up your mates. Graphics

Yoshi's Story



4 • Sound 4

Gameplay 3.5

Overall 8.5

2D Platformer • 1 Player • Nintendo

No Rumble • \$99.95

Great, dynamic and highly impressive 2D visuals hide a severe lack of length and challenge in this game. The game just isn't long or hard enough for seasoned gamers, and while young ones will love it, the older gamers should really look elsewhere. A bit disappointing considering N's recent history with 2D games. Great music though... Yeeeeeaaahhh...



WWF Warzone

Graphics 4.5 • Sound 4 • Gameplay 4

Wrestling • 1-4 Players

Overall 9

Roadshow Rumble Pak Support: Yes Price: \$99.95

Arguably the best visuals ever on the N64 make this game worth purchasing for its graphics alone. A huge amount of options and game modes, excellent sound effects and music, plus the game's brilliant character creation options make this a game that will even appeal to those who don't really like wrestling.

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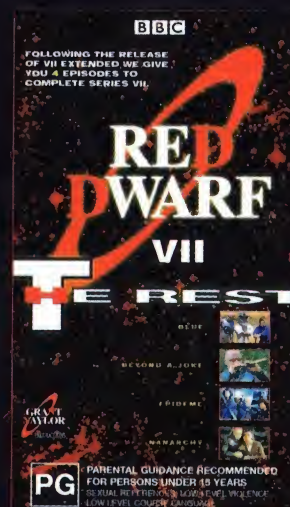
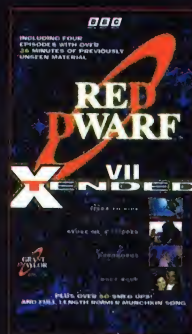
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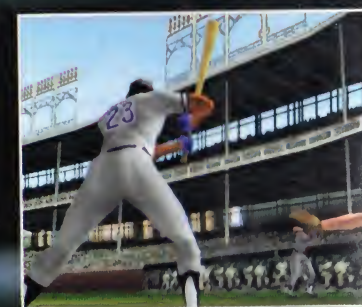
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